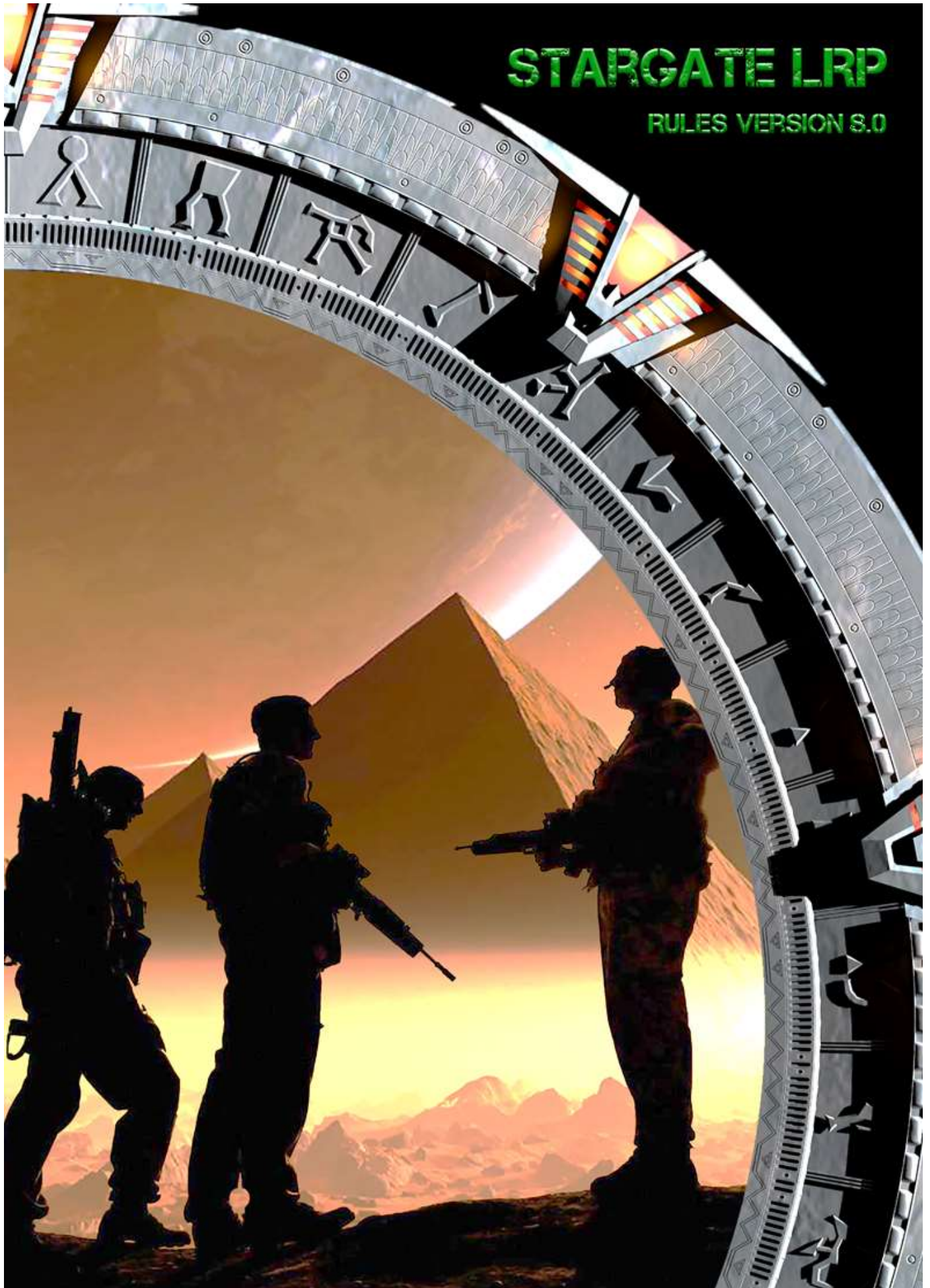


STARGATE LRP

RULES VERSION 8.0



CONTENTS

CONTENTS	2
CHARACTER DESIGN	3
OVERVIEW	3
BACKGROUNDS	4
ALIENS & FOREIGN CHARACTERS	5
SKILLS	6
MAIN SKILL AREAS	7
COMBAT SKILLS	8
MEDICAL SKILLS	9
OTHER MAIN SKILLS	9
VETERAN SKILLS	11
VETERAN BASIC SKILLS (AVAILABLE AT CHARACTER GENERATION)	11
VETERAN SKILLS (AVAILABLE AT CHARACTER GENERATION)	12
VETERAN SKILLS (NOT AVAILABLE AT CHARACTER GENERATION)	13
VETERAN ALIEN PRINCIPLES SKILLS (NOT AVAILABLE AT CHARACTER GENERATION)	15
FEATS	18
SINGLE USE FEATS	19
PERMANENT FEATS	19
UPGRADABLE FEATS	20
ADVANCEMENT POINTS	22
ONE POINT	23
TWO POINTS	24
THREE POINTS	25
FOUR POINTS	26
FIVE POINTS	26
HEALTH	27
DAMAGE SUMMARY	27
WOUND CARDS	27
BLEEDING	27
HEALTH	28
MEDICAL SKILLS	29
MEDICAL SUB CATEGORIES	29
TREATMENT TIMES	30
MEDICAL SUPPLIES	31
COMBAT & WEAPONS	33
INTRODUCTION	33
COVER	33
RELOADING	33
ARMOUR	33
WEAPONS DAMAGE / CALLS	34
TARGET	34
DAMAGE	34
EFFECT	34
WEAPONS BREAKING	35
AREA OF EFFECT CALLS	35
AMMO PHYS REPS	35
WEAPONS (STANDARD)	36
WEAPONS (ALIEN & NON STANDARD)	37
WEAPON TRAITS	37
WEAPON VARIATIONS	38
DOWNTIME	39
DOWNTIMES, PRIMARY / SECONDARY CHARACTERS, DEATH & RETIREMENT	40
TRAINING IC AT XMAS EVENTS	40
OOO INFORMATION	41
GUIDE TO CARD BASED SKILLS	44
CRYSTAL PDA RULES	45

CHARACTER DESIGN

OVERVIEW

WELCOME TO THE SEF, THE STARGATE EXPEDITIONARY FORCE – EXPLORING THE GALAXY, SEEKING OUT NEW WORLDS AND NEW CIVILISATIONS, BOLDLY GOING... YOUR FIRST STEP IS TO DEVELOP YOUR CHARACTER, THIS SHOULD BE DONE IN CONJUNCTION WITH THE PLOT CO-ORDINATOR OF THE SOCIETY – THEY CAN BE SEEN ON PLOTCOORDINATOR_SGLRP@HOTMAIL.CO.UK

DESIGN CHARACTER CONCEPT

YOUR FIRST PORT OF CALL SHOULD BE DESIGNING WHAT YOU WANT YOUR CHARACTER TO BE OR DO. IS HE HEROIC? WHAT DID SHE DO BEFORE SHE WAS RECRUITED INTO THE SEF? WHY WOULD THE SEF WANT TO RECRUIT THIS PERSON? AT THIS STAGE IT MAY BE USEFUL TO LIAISE WITH THE PLOT CO-ORDINATOR TO DISCUSS YOUR CONCEPT AND CHARACTER GENERATION.

SELECT CHARACTER BACKGROUND

YOU SHOULD PICK A BACKGROUND – THIS CAN BE FROM ONE OF THREE AREAS. THESE ARE:

MILITARY – YOU ARE A SERVING MEMBER OF THE UNITED KINGDOM'S MILITARY FORCES

INTELLIGENCE – YOU ARE PART OF ONE OF THE UNITED KINGDOM'S INTELLIGENCE SERVICES SUCH AS MI5 OR MI6 OR GCHQ

CIVILIAN – YOU ARE A CIVILIAN WHO HAS BEEN CONTRACTED INTO THE SEF BASED ON EXCELLENCE IN YOUR CHOSEN AREA OF SPECIALIST SKILLS.

APPLY SEF TRAINING SKILLS

ALL SEF PERSONNEL RECEIVE AN INDUCTION AND TRAINING COURSE BEFORE THEY ARE SENT ONTO DEPLOYMENT. FROM THIS COURSE THEY RECEIVE THE FOLLOWING SKILLS:

PISTOLS, BASIC HAND TO HAND, BASIC MELEE

TO ATTEND AN EVENT WITHOUT HAVING COMPLETED THE SEF 10 DAY INDUCTION REQUIRES PERMISSION FROM THE PLOT CO. THIS ALSO INCLUDES ALL ALIENS THAT HAVE JOINED THE SEF BUT NOT THOSE THAT HAVE NOT.

SELECT STARTING CHARACTER SKILLS

YOU HAVE **40** MONTHS OF TRAINING TIME FROM WHICH TO GENERATE YOUR SKILLS. EACH SKILL IN THE HANDBOOK HAS A NOTED TRAINING

TIME, TO PURCHASE THAT SKILL WILL USE UP THAT NUMBER OF MONTHS FROM YOUR CHARACTER GENERATION TOTAL.

YOUR CHOSEN BACKGROUND DEFINES WHICH CAREER PATH SKILL YOU HAVE AVAILABLE. EXPERIMENTAL KIT FOR MILITARY CHARACTERS, INSIDER INFORMATION FOR INTELLIGENCE CHARACTERS AND DREAMING SPIRES FOR CIVILIAN CHARACTERS. SHOULD YOU WISH TO TAKE ONE OF THESE SKILLS IT HAS A TRAINING TIME OF 5 MONTHS.

YOU MUST ALL USE ALL **40** OF YOUR INITIAL TRAINING MONTHS AT CHARACTER GENERATION. ALL SKILLS PICKED MUST BE AVAILABLE AT CHARACTER GENERATION. YOU MAY PARTIALLY PURCHASE A SINGLE SKILL IF YOU DO NOT HAVE ENOUGH MONTHS TO COMPLETE IT.

BODY STARTS AT 6

THIS IS YOUR HEALTH – THIS CAN BE RAISED BY PURCHASING THE ENDURANCE TRAINING SKILL, OR BY THE TOUGHNESS AP – THIS INDICATES HOW MUCH DAMAGE YOU CAN TAKE BEFORE YOU ARE INCAPACITATED OR KILLED.

MAXIMUM VITALITY STARTS AT 6

THIS IS YOUR HEROIC ABILITY TO DODGE DAMAGE, TO AVOID SHRAPNEL AND SIMPLY NOT BE THERE WHEN A BLOW LANDS – DEPENDING ON YOUR BACKGROUND YOU MAY BE ABLE TO PURCHASE EXTRA VITALITY AT CHARACTER GENERATION. VITALITY MAY ALSO BE REQUIRED TO POWER CERTAIN FEATS OR DEVICES DURING THE GAME.

STARTING FEATS

STARTING CHARACTERS GAIN ONE RANDOM FEAT (ASSIGNED BY THE PLOT CO-ORDINATOR), AS WELL AS ONE "A PERSONAL SENSE OF PURPOSE", "FLESH WOUND" AND "DIE HARD" TO START THEIR FIRST EVENT OFF WITH.

BACKGROUNDS

THE SEF IS A MILITARY ORGANISATION DEDICATED TO PROTECTING THE PLANET EARTH FROM ALIEN THREATS – BASED IN THE UNITED KINGDOM, IT DRAWS ITS PERSONNEL FROM THE ARMED FORCES, SECRET SERVICE, POLICE, ACADEMIC INSTITUTIONS EVEN PEOPLE BROUGHT IN FROM PRISON AND NORMAL WALKS OF LIFE IF THEY HAVE SKILLS, THE DESIRE AND WILL TO PROTECT THE UK & EARTH FROM ALIEN THREATS. THE FORCE IS BASED IN CORSHAM, ENGLAND AND USES THE STARGATE TO TRAVEL TO OTHER WORLDS TO FIND NEW ALLIES AND TO FIGHT THE ALIEN THREATS WHICH COULD ATTACK OUR WORLD. ALL CHARACTERS ARE MEMBERS OF THE SEF, AND ARE PART OF THE COMMAND CHAIN AND SUBJECT TO THE LAWS, DOCTRINES AND ETHOS THEREOF.

AS A STARTING CHARACTER YOU CAN SELECT FROM OPTIONS FROM WITHIN THE MILITARY, INTELLIGENCE, OR CIVILIAN CAREER PATHS – EACH GIVES YOU A FLAVOUR OF WHAT YOU CAN BE AND THE SUB-DIVISIONS IN THE MILITARY & INTELLIGENCE OPTIONS ARE ROLEPLAYING START POINTS TO HELP FACILITATE THIS.

YOUR CHARACTER SHOULD BE UNIQUE, NOT BASED ON SOMEONE FROM TELEVISION OR MOVIES – BUT YOU CAN DRAW YOUR INSPIRATION FROM THOSE SOURCES. THE SEF RECRUITS FROM ALL REGIMENTS, ALL WALKS OF LIFE, ALL SERVICES AND ALL UNIVERSITIES WITHIN THE UK.

THE STARGATE PROGRAMME IS PRIMARILY A HUMAN (BRITISH) ORGANISATION AND AS SUCH ALIENS AND CHARACTERS FROM OUTSIDE THE UK ARE RARE AND THERE IS LIKELY TO BE VERY FEW (IF ANY) IN THE SYSTEM AT ANY ONE TIME. AS PLAYING AN ALIEN IS A RARE EXCEPTION RATHER THAN A RULE – IT IS EXPECTED THAT THAT THE KIT REQUIREMENTS FOR PLAYERS PLAYING PEOPLE OUTSIDE THE STANDARD BRITISH SEF MEMBERS ARE HIGHER. THE STATS FOR PLAYER CHARACTERS ARE HEROIC, THEY ARE SIGNIFICANTLY HIGHER THAN STANDARD HUMANS AND JAFFA.

MILITARY SOLDIER

YOU ARE A SOLDIER IN THE BRITISH ARMY, ROYAL AIR FORCE OR ROYAL NAVY. YOU ARE MOST LIKELY AN NCO OR EXPERT IN COMBAT AND WORK IN THE FIELD – YOU ARE THE BACKBONE AND WORKHORSE OF THE SEF, HOLDING THE LINE AGAINST ALIENS WHO THREATEN EARTH.

YOUR STARTING RANK WILL BE THAT OF AN NCO OF A RANK OF PRIVATE, LANCE CORPORAL OR CORPORAL. WITH PLOT-COORDINATORS PERMISSION YOU MAY BE AN OFFICER OF LIEUTENANT RANK.

- **AUTOMATIC SKILLS GRANTED:** PISTOLS, BASIC MELEE, BASIC UNARMED COMBAT
- **SPEND 40 MONTHS TRAINING TIME.** YOU MUST PURCHASE SMALL ARMS FOR THIS ROLE. YOU MAY CHOOSE FROM EXPERIMENTAL KIT (5MONTHS) AND/OR +2 VITALITY (5 MONTHS) FROM YOUR CAREER PATH AS PART OF YOUR AVAILABLE SKILL SELECTION.

MILITARY SPECIALIST

YOU ARE A SPECIALIST IN THE BRITISH ARMY, ROYAL AIR FORCE OR ROYAL NAVY, YOU HAVE A PARTICULAR AREA OF EXPERTISE WHICH IS WHY YOU HAVE BEEN ASSIGNED TO THE PROJECT. BRINGING YOUR SPECIALIST SKILLS AND COMBAT EXPERTISE TO THE SEF YOU CAN WORK UNDER HEAVY FIRE ON ALIEN PLANETS.

YOUR STARTING RANK WILL BE THAT OF AN NCO OF A RANK OF PRIVATE, LANCE CORPORAL OR CORPORAL. WITH PLOT-COORDINATORS PERMISSION YOU MAY BE AN OFFICER OF LIEUTENANT RANK.

- **AUTOMATIC SKILLS GRANTED:** PISTOLS, BASIC MELEE, BASIC UNARMED COMBAT
- **SPEND 40 MONTHS TRAINING TIME.** YOU MUST PURCHASE SMALL ARMS FOR THIS ROLE. YOU MAY CHOOSE FROM EXPERIMENTAL KIT (5MONTHS) AND/OR +2 VITALITY (5 MONTHS) FROM YOUR CAREER PATH AS PART OF YOUR AVAILABLE SKILL SELECTION.

INTELLIGENCE OPERATIVE

YOU WORK FOR THE SECURITY SERVICES IN THE FIELD, DOING THE DIRTY WORK FOR THE GOVERNMENT, WORKING FOR MI5 OR MI6 OR ONE OF THE NON-SECRET SERVICES, SUCH AS THE POLICE.

YOU WILL NORMALLY COME FROM A BACKGROUND OF BEING A FIELD AGENT OR POLICE OFFICER / DETECTIVE.

- **AUTOMATIC SKILLS GRANTED:** : PISTOLS, BASIC MELEE, BASIC UNARMED COMBAT
- **SPEND 40 MONTHS TRAINING TIME.** YOU MAY CHOOSE FROM INSIDER INFORMATION (5MONTHS) AND/OR +2 VITALITY (5 MONTHS) FROM YOUR CAREER PATH AS PART OF YOUR AVAILABLE SKILL SELECTION.

INTELLIGENCE ANALYST

YOU WORK FOR THE SECURITY SERVICES, NORMALLY IN AN OFFICE, YOU ARE AN EXPERT AT ENCRYPTION AND DECRYPTION AND LANGUAGES – YOU'RE LESS USED TO FIELD WORK, BUT HAVE A MUCH LARGER NETWORK OF INFORMATION TO DRAW FROM.

YOU MAY HAVE WORKED FOR THE POLICE, SECRET SERVICE, GCHQ AS A DESK OPERATIVE.

- **AUTOMATIC SKILLS GRANTED:** : PISTOLS, BASIC MELEE, BASIC UNARMED COMBAT
- **SPEND 40 MONTHS TRAINING TIME.** YOU MAY CHOOSE FROM INSIDER INFORMATION (5MONTHS) AND/OR +2 VITALITY (5 MONTHS) FROM YOUR CAREER PATH AS PART OF YOUR AVAILABLE SKILL SELECTION.

CIVILIAN CHARACTERS

NEITHER SERVING MILITARY OR INTELLIGENCE SERVICE, YOU ARE A CIVILIAN, RECRUITED INTO THE SEF FOR THE UNIQUE OR EXPERT SPECIALIST KNOWLEDGE OR EXPERIENCE IN YOUR PARTICULAR FIELD.

YOU WILL NORMALLY COME FROM AN ACADEMIC OR SCIENTIFIC BACKGROUND BE IT LINGUISTICS, ARCHAEOLOGY, MEDICINE, OR THE SCIENCES FOR EXAMPLE.

- **AUTOMATIC SKILLS GRANTED:** PISTOLS, BASIC MELEE, BASIC UNARMED COMBAT
- **SPEND 40 MONTHS TRAINING TIME.** YOU MAY CHOOSE FROM DREAMING SPIRES (5MONTHS) AND/OR +2 VITALITY (5 MONTHS) FROM YOUR CAREER PATH AS PART OF YOUR AVAILABLE SKILL SELECTION.

ALIENS & FOREIGN CHARACTERS

- ANY REQUESTS FOR PLAYING A NON-BRITISH (FOREIGN) CHARACTER HAS TO HAVE PRIOR APPROVAL FROM THE PLOT CO-ORDINATOR AND **All** REQUESTS FOR PLAYING ALIEN (NON EARTH) CREATURES MUST HAVE PRIOR APPROVAL FROM THE PLOT CO-ORDINATOR AND SYSTEM REFEREES. (YOUR REQUEST MAY BE REJECTED IF TOO MANY ARE IN THE SYSTEM.)
- IN ORDER TO PLAY A CHARACTER WHO IS NOT FROM EARTH, PEOPLE NEED TO BE CONVERSANT WITH THE GAME UNIVERSE AND IT'S PLAYERS IN ORDER TO BE APPROVED. IT IS REQUIRED THAT PEOPLE HAVE EITHER PLAYED OR CREWED FOR 3 FULL EVENTS BEFORE ANY REQUESTS FOR ALIEN CHARACTERS WILL BE CONSIDERED.
- IN ORDER TO PLAY ANY ALIEN RACE EXCEPT JAFFA, APPROVAL ALSO MUST BE GAINED (VIA THE PLOT CO-ORDINATOR) FROM THE CREATOR/MAIN WRITER OF THAT RACE.

PLAYER CHARACTER JAFFA

YOU ARE A JAFFA, FORMERLY WORKING FOR A GOA'ULD WHO YOU HAVE TURNED AGAINST. YOU ARE LIKELY TO BE UNTRUSTED AND MAY HAVE A HARD TIME PERSUADING THOSE WHO YOU WORK WITH THAT YOU'RE ACTUALLY WORKING FOR THE GOOD SIDE.

VITALITY: 4 BODY: 8

AUTOMATIC SKILLS GRANTED: GOA'ULD WEAPON PRINCIPLES, READ/WRITE – GOA'ULD/JAFFA, ALIEN LANGUAGE (SPOKEN) ENGLISH

SPEND 40 MONTHS OF TRAINING TIME

JAFFA CHARACTERS CAN ONLY SELECT THE FOLLOWING AT CHARGE:

HUMAN PSYCHOLOGY	ARCHAEO-ANTHROPOLOGY
EXPERT UNARMED	MELEE WEAPONS
+2VITALITY	ARMOURER
ENDURANCE TRAINING	MEDIC
HISTORY	PRIMITIVE WEAPONRY
FISH AND GAME	BASIC GEOLOGY
NAVIGATION	RELIGION & OCCULT
PHILOSOPHY	ASTRONAUT
PILOT TECHNOLOGY: GOA'ULD (+1 CLASS)	
ADVANCED ENDURANCE TRAINING (REQUIRES ENDURANCE TRAINING)	

JAFFA ALSO HAVE THE FOLLOWING SPECIAL ABILITIES:

- **SPECIAL: "REGENERATION"**: YOUR HEALING TIMES ARE HALVED
- **SPECIAL: "NATURAL RESISTANCE"**: AS A STARTING CHARACTER YOU START OFF WITH A FREE NATURAL RESISTANCE FEAT
- **SPECIAL: YOU DO NOT NEED THE UNDERLYING PRE-REQUISITES TO USE JAFFA WEAPONRY.**

PLAYER CHARACTER GGC

YOU ARE FROM THE GRANDINE GENERAL COUNCIL, ONE OF THE GRAND ALLIANCE MEMBERS WHOSE SPECIALITIES ARE COMMUNICATIONS AND SPACESHIP TECHNOLOGY.

YOU GENERATE YOUR CHARACTER BASED ON THE STANDARD EARTH TEMPLATE (I.E. MILITARY SOLDIER, CIVILIAN ETC...) WITH THE FOLLOWING ADJUSTMENTS

- IF YOU TAKE A RELEVANT SKILL, YOU ALSO RECEIVE THE APPROPRIATE ALIEN "PRINCIPLES" SKILL FOR FREE. IF LEARNED IN PLAY, YOUR OWN RACES' ALIEN PRINCIPLES SKILLS REQUIRE 1 MONTH LESS TRAINING TIME.
- YOU CAN ONLY CHOOSE "GGC TECHNOLOGY" AS YOUR STARTING PILOTING TECHNOLOGY
- YOU CAN TAKE SUBSPACE COMMUNICATIONS, STARSHIP ENGINEERING, PILOT TECHNOLOGY: GGR, PILOT TECHNOLOGY: GOA'ULD AT CHARACTER GENERATION,

PLAYER CHARACTER INNER BRITANNIAN

YOU ARE FROM INNER BRITANNIA, A GROUP OF VICTORIAN EXPLORERS WHO WENT THROUGH THE STARGATE AND GOT TRAPPED OFF WORLD.

YOU GENERATE YOUR CHARACTER BASED ON THE STANDARD EARTH TEMPLATE (I.E. MILITARY SOLDIER, CIVILIAN ETC...) WITH THE FOLLOWING ADJUSTMENTS

- YOU CANNOT SELECT COMMUNICATIONS, COMPUTING, ELECTRICAL ENGINEERING, NUCLEAR PHYSICS, BIO-ENGINEERING OR ASTRONAUT AT CHARACTER GENERATION

PLAYER CHARACTER GGR

YOU ARE FROM THE GREATER GERMAN REICH, ONE OF THE GRAND ALLIANCE MEMBERS WHOSE SPECIALITIES ARE IN GROUND COMBAT, GENETICS AND WEAPONS TECHNOLOGIES.

YOU GENERATE YOUR CHARACTER BASED ON THE STANDARD EARTH TEMPLATE (I.E. MILITARY SOLDIER, CIVILIAN ETC...) WITH THE FOLLOWING ADJUSTMENTS

- IF YOU TAKE A RELEVANT SKILL, YOU ALSO RECEIVE THE APPROPRIATE ALIEN "PRINCIPLES" SKILL FOR FREE. IF LEARNED IN PLAY, YOUR OWN RACES' ALIEN PRINCIPLES SKILLS REQUIRE 1 MONTH LESS TRAINING TIME.
- YOU AUTOMATICALLY GAIN "BASIC LANGUAGE – GERMAN" (INSTEAD OF ENGLISH)
- YOU CAN ONLY CHOOSE "GGR TECHNOLOGY" AS YOUR STARTING PILOTING TECHNOLOGY
- YOU MAY SELECT ANY 3 MONTH ALIEN CULTURE SKILL AS PART OF YOUR INITIAL SKILLS SELECTION.

PLAYER CHARACTER ELYSIAN

YOU ARE FROM ELYSIA, A PLANET WHERE TESLA TECHNOLOGY BECAME PREVALENT AND THEY ARE PLAGUED BY THE GREAT OLD GODS. THEY SPECIALISE IN OLD WAYS AND ANCIENT KNOWLEDGE.

YOU GENERATE YOUR CHARACTER BASED ON THE STANDARD EARTH TEMPLATE (I.E. MILITARY SOLDIER, CIVILIAN ETC...) WITH THE FOLLOWING ADJUSTMENTS

- IF YOU TAKE A RELEVANT SKILL, YOU ALSO RECEIVE THE APPROPRIATE ALIEN "PRINCIPLES" SKILL FOR FREE. IF LEARNED IN PLAY, YOUR OWN RACES' ALIEN PRINCIPLES SKILLS REQUIRE 1 MONTH LESS TRAINING TIME.
- YOU CAN ONLY CHOOSE "ELYSIAN TECHNOLOGY" AS YOUR STARTING PILOTING TECHNOLOGY
- IF YOU TAKE DREAMING SPIRES YOU ADD "ALIEN LANGUAGE" AND "ALIEN CULTURE" TO YOUR LIST (BUT ONLY FOR YOUR OWN RESEARCH PURPOSES).

PLAYER CHARACTER TELMARK

YOU ARE FROM "SPACE ROME", MOST LIKELY A FORMER GLADIATOR THAT WAS LIBERATED BY THE SEF OR A MEMBER OF ROMAN SOCIETY.

YOU GENERATE YOUR CHARACTER BASED ON THE STANDARD EARTH TEMPLATE (I.E. MILITARY SOLDIER, CIVILIAN ETC...) WITH THE FOLLOWING ADJUSTMENTS

- YOU CANNOT SELECT ANY MAIN SKILL AREAS EXCEPT BOTANY, PURE MATHEMATICS AND STRUCTURAL ENGINEERING. YOU CANNOT SELECT PILOT, ASTRONAUT OR BIO-ENGINEERING
- WHILE YOU GAINED PISTOLS DURING YOUR TIME TRAINING TO BE IN THE SEF, IF YOU ARE PLAYING A MILITARY TEMPLATE YOU DO NOT GET SMALL ARMS, YOU INSTEAD GET MELEE WEAPONS.
- YOU AUTOMATICALLY GAIN "BASIC LANGUAGE – LATIN" (INSTEAD OF ENGLISH)

SKILLS

SOME OF THE SKILLS WILL INCLUDE PERFORMING SIMPLE TESTS (WITH QUICK ANSWERS) IN THE FIELD. OTHERS MAY INVOLVE THE CHARACTER SPENDING SOME TIME WORKING ON THE PROBLEM. SOME SKILLS WILL NEED TO BE USED IN COMBINATION TO PERFORM CERTAIN TASKS OR MEET CERTAIN CHALLENGES. FOR EXAMPLE, IT WOULD BE NECESSARY TO HAVE NUCLEAR PHYSICS, EXPLOSIVES TRAINING AND ENGINEERING TO DEFUSE NUCLEAR WEAPONS.

ONLY THE SKILLS LISTED IN THE BOOK CAN BE GAINED, ANY REQUESTS FOR NEW SKILLS HAVE TO BE APPROVED BY THE SYSTEM REFEREES THROUGH THE PLOT CO-ORDINATOR.

SKILL GAME SYSTEM

CERTAIN SKILLS HAVE A SET OF "CARDS" WHICH CAN BE USED TO SOLVE PROBLEMS. THESE CAN BE DOWNLOADED SEPARATELY AND YOU SHOULD ENSURE THAT YOU HAVE ONE SET FOR EACH OF THE SKILLS YOU HAVE. THESE ARE:

- COMMUNICATIONS
- COMPUTING
- ELECTRICAL ENGINEERING
- MECHANICAL ENGINEERING
- EXPLOSIVES TRAINING
- LARCENY

YOU ARE GIVEN A NUMBER OF CARDS AND A NUMBER SHOWN ON YOUR CHARACTER SHEET MAY BE CHOSEN AND TAKEN OUT WITH YOU ON A MISSION. CARDS FROM ALIEN PRINCIPLES SKILLS COUNT TOWARDS THIS HAND LIMIT. EVEN IF YOU ARE ON BASE YOU SHOULD HAVE YOUR CHOSEN CARDS SEPARATE FROM YOUR OTHER CARD – AS IF A PROBLEM IS BEING WORKED ON – IT IS CONSIDERED CHEATING TO SORT OUT YOUR AVAILABLE CARDS IF YOU ARE CONSIDERING HELPING ON A PROBLEM.

IF YOU HAVE THE RELEVANT ALIEN TECHNOLOGY PRINCIPLES SKILL YOU ALWAYS USE YOUR FULL HAND SIZE WHEN SOLVING THE PROBLEM

FOR TECHNOLOGY WHICH IS CLOSE TO EARTH LEVEL (GGC/GGR/ELYSIAN) YOU WILL NORMALLY USE YOUR FULL HAND SIZE, BUT FOR PROBLEMS WHICH ARE VASTLY DIFFERENT FROM CONVENTIONAL EARTH TECHNOLOGY (WHICH WILL BE SHOWN BY THE REFEREE PLAYING THE "ADVANCED TECH PROBLEM" CARD WITH THE PROBLEM) THEN IF YOU DO NOT HAVE THE RELEVANT ALIEN TECHNOLOGY SKILL YOUR HAND SIZE IS HALVED (ROUND DOWN)

FOR TECHNOLOGY WHICH IS MORE ADVANCED THAN EARTH (E.G. GOA'ULD/ANCIENT/ASGARD) OR VERY DIFFERENT (E.G. SILVALIS), THEN THE REFEREE WILL NEARLY ALWAYS PLAY THE "ADVANCED TECH PROBLEM" CARD WITH THE PROBLEM AND THEN IF YOU DO NOT HAVE THE RELEVANT ALIEN TECHNOLOGY SKILL YOUR HAND SIZE IS HALVED (ROUND DOWN)

THE CARDS REPRESENT THE EXPERTISE AND ACTIONS REQUIRED BY THE CHARACTER IN ORDER TO SOLVE A PARTICULAR TECHNICAL PROBLEM. PLAYERS MUST NOT ONLY HAVE SUITABLE PHYS-REPS FOR THE EQUIPMENT REQUIRED (IF THE CARD REQUIRES AN ITEM, NOT SOMETHING LIKE 'GOOD LUCK') BUT MUST HAVE ACCESS TO THE RELEVANT TECHNOLOGY - FOR EXAMPLE IF YOU ARE TRAPPED OFF WORLD WITH NO TOOLS YOU CANNOT USE CARDS WHICH REQUIRE TOOLS YOU CANNOT MAKE. ALSO IF YOUR CARD REQUIRES ALIEN TECHNOLOGY THE SEF MUST NOT ONLY HAVE THE ITEM, BUT MUST HAVE IN CHARACTER SIGNED OFF ON YOU HAVING THE ITEM

A REFEREE WILL HAVE SELECTED A SET OF "PROBLEM CARDS" THAT REPRESENT THE PROBLEMS WITH A PARTICULAR DEVICE. THE REFEREE WILL NORMALLY EXPLAIN WHAT THE PROBLEM IS (IN ROLE-PLAYING TERMS) AS HE IS PLAYING EACH CARD – AND YOU SHOULD APPROPRIATELY ROLE-PLAY THE EFFECTS OF ANY CARDS WHICH YOU ARE PLAYING.

IF YOU DO NOT HAVE A CARD THAT CAN OVERCOME THE PROBLEM THEN YOU CANNOT ACHIEVE WHAT YOU ARE TRYING TO ACHIEVE.

OTHER PEOPLE CAN ASSIST TO OVERCOME CERTAIN PROBLEMS, SHOULD YOU BE UNABLE TO DEAL WITH A SPECIFIC PROBLEM CARD. (NOTE – NO MORE THAN TWO PEOPLE CAN WORK ON ANY ONE PARTICULAR PROBLEM, AND UNLESS YOU HAVE AMBIDEXTERITY YOU CAN ONLY WORK ON ONE PROBLEM AT A TIME)

A COPY OF THE PLAYER CARDS FOR YOU TO PRINT & LAMINATE, ETC. CAN BE FOUND ON THE STARGATE WEBSITE.

MAIN SKILL AREAS

12 MONTHS FOR THE FIRST SKILL IN EACH AREA. 6 MONTHS FOR EVERY SUBSEQUENT SKILL

BIOLOGICAL SCIENCES	GENETICS & EVOLUTIONARY BIOLOGY	EVOLUTIONARY BIOLOGY IS THE STUDY OF HOW LIVING THINGS HAVE DEVELOPED IN RESPONSE TO THEIR NATIVE ENVIRONMENTS. IN ADDITION TO THE STUDY OF GENETICS, THIS FIELD CAN BE APPLIED TO DETERMINE HOW A LIVING ORGANISM CAME TO BE, AND WHAT SORT OF ENVIRONMENTS SHAPED IT. CONVERSELY, IT CAN ALSO BE USED TO THEORISE HOW AN ORGANISM WOULD ADAPT IN RESPONSE TO A GIVEN ENVIRONMENT.
	PHYSIOLOGY	PHYSIOLOGY IS THE STUDY OF THE MECHANICAL, PHYSICAL, AND BIOCHEMICAL FUNCTIONS OF LIVING ORGANISMS. THE STUDY OF ANATOMY AND THE INTERACTION OF CELLS. THIS SKILL COMBINES BOTH HUMAN AND ANIMAL PHYSIOLOGY. THIS SKILL REDUCES THE TRAINING TIME OF DOCTOR BY 6 MONTHS.
	BOTANY	BOTANY IS THE STUDY OF PLANT LIFE; BOTANY COVERS A WIDE RANGE OF SCIENTIFIC DISCIPLINES THAT STUDY PLANTS, ALGAE, AND FUNGI INCLUDING: STRUCTURE, GROWTH, REPRODUCTION, METABOLISM, DEVELOPMENT, DISEASES, AND CHEMICAL PROPERTIES AND EVOLUTIONARY RELATIONSHIPS BETWEEN THE DIFFERENT GROUPS.
	PATHOLOGY	PATHOLOGY IS THE STUDY AND DIAGNOSIS OF DISEASE; THIS IS DONE THROUGH THE EXAMINATION OF ORGANS, TISSUES, BODILY FLUIDS AND AUTOPSIES. IT ALSO ENCOMPASSES THE RELATED SCIENTIFIC STUDY OF DISEASE PROCESSES.
PHYSICAL SCIENCES	ASTROPHYSICS	THIS INCORPORATES ASTRONOMY, THE CALCULATION OF STELLAR DISTANCES AND THE EXPLOITATION OF OTHER WORLDS. IT ALSO INCLUDES STELLAR NAVIGATION AND STELLAR MATTER.
	MATERIAL SCIENCE	THE STUDY OF MATERIALS, THEIR PROPERTIES AND USES, INCLUDES CHEMISTRY AND PHYSICS.
	NUCLEAR PHYSICS	THE STUDY OF RADIOACTIVITY, THE FUNDAMENTAL PRINCIPLES OF THE UNIVERSE, THIS INCLUDES QUANTUM PHYSICS.
	EXPLOSIVES TRAINING	YOU ARE AN EXPERT AT MAKING AND DISPOSING A VARIETY OF DEVICES AIMED AT BLOWING THINGS UP. YOU ARE ALSO CAPABLE OF KNOWING WHERE TO PLACE THE DEVICE FOR MAXIMUM EFFECT. THIS IS SOMETIMES USED IN CONJUNCTION WITH OTHER SKILLS TO MAKE ELABORATE DEVICES.
MATHS & COMPUTER SCIENCE	PURE MATHEMATICS	THE STUDY OF NUMBERS, ALGEBRA, GEOMETRY, STATISTICS AND THE FLOW OF HOW NUMBERS AFFECT THE WORLD. ANYONE WITH PURE MATHEMATICS GAINS +1 FLASH OF INSIGHT PER DAY THAT CAN BE USED WHEN TRYING TO SOLVE ANY MATHEMATICAL PROBLEM.
	COMMUNICATIONS	THE STUDY OF TELECOMMUNICATIONS, MONITORING, SATELLITE TECHNOLOGY. THE USE AND MAINTENANCE OF SUCH TECHNOLOGY AND THE DEVELOPMENT OF NEW SIGNALLING DEVICES. THIS SKILL COMBINES NATURALLY WITH ELECTRICAL ENGINEERING FOR DEVELOPMENT OF NEW DEVICES
	CIPHERS	CIPHERS IS THE STUDY OF CODES, CRYPTOGRAPHY AND HIDDEN MEANINGS. NORMALLY USED FOR CODE BREAKING. YOU START OFF WITH "CIPHERS LVL 1" – WHICH ALLOWS YOU TO SOLVE CIPHERS PROBLEMS, AND TO ONCE PER DAY ASK FOR A FULL TRANSLATION OF A SPECIFIC WORD IN A CIPHER. YOU CAN UPGRADE TO HIGHER LEVELS OF CIPHERS, WHICH GIVES YOU MORE TRANSLATIONS PER DAY (AND MAY ALLOW YOU TO SOLVE MUCH HARDER CIPHERS) BY SPENDING 3 MONTHS DOWNTIME PER POINT. THERE IS NO LIMIT TO THE AMOUNT OF TIMES IT CAN BE BOUGHT.
	COMPUTING	THE STUDY OF COMPUTER SYSTEMS. THIS SKILL ALLOWS YOU TO HACK INTO OTHER OPERATING SYSTEMS AND DEVELOP NEW SYSTEMS YOURSELF AS WELL AS COUNTERMEASURES TOWARDS HACKERS.
ENGINEERING	MECHANICAL ENGINEERING	THIS DEALS WITH THE DESIGN, MANUFACTURE AND MAINTENANCE OF MECHANICAL SYSTEMS. THERMODYNAMICS, KINEMATICS, ENERGY AND WORK. DESIGN OF VEHICLES, INDUSTRIAL EQUIPMENT, ROBOTICS.
	ELECTRICAL ENGINEERING	THIS DEALS WITH THE STUDY AND APPLICATIONS OF ELECTRICITY, ELECTROMAGNETIC FORCES AND ELECTRONICS. ALSO DEALS WITH POWER, CONTROL SYSTEMS, INTEGRATED CIRCUITS AND CIRCUIT BOARDS.
	STRUCTURAL ENGINEERING	THIS DEALS WITH THE DESIGN, CONSTRUCTION AND MAINTENANCE OF BUILDINGS, STRUCTURES AND THE ENVIRONMENT – INCLUDING BRIDGES, ROADS, CANALS, DAMNS, AND AQUEDUCTS. ALSO SURVEYING AND ENVIRONMENTAL ENGINEERING FALL INTO THIS CATEGORY.
	MILITARY ENGINEERING AND LOGISTICS	MILITARY ENGINEERING AND LOGISTICS IS THE PRACTICE OF DESIGNING, BUILDING AND SUPPORTING MILITARY OPERATIONS, MAINTAINING LINES OF MILITARY TRANSPORT AND COMMUNICATIONS OUT IN THE FIELD AND PERFORMING LOGISTICS BEHIND LARGE SCALE MILITARY TASKS. A MILITARY ENGINEER CAN USE ONE FREE FLASH OF INSIGHT PER DAY ON AN ENGINEERING OR EXPLOSIVES TRAINING PROBLEM THAT HE IS WORKING ON, OR CAN SUPERVISE A REPAIR OR BUILDING PROJECT THAT INCORPORATES ELECTRICAL OR MECHANICAL ENGINEERING AND REDUCE THE TIME TAKEN TO PERFORM NON CARD BASED PROBLEMS ON THAT TASK BY 50% (THIS CAN ONLY OCCUR ONCE PER PROJECT, IRRESPECTIVE OF THE NUMBER OF MILITARY ENGINEERS WORKING ON IT)

COMBAT SKILLS

PISTOLS	1 MONTH	THIS SKILL IS AUTOMATICALLY GRANTED TO ALL HUMAN CHARACTERS. YOU ARE CAPABLE OF USING A PISTOL.
ADVANCED PISTOLS	2 MONTHS	REQUIRES: PISTOLS YOU ARE CAPABLE OF USING HEAVY PISTOLS, MACHINE PISTOLS AND TASERS.
SMALL ARMS	3 MONTHS	REQUIRES: PISTOLS THIS SKILL IS REQUIRED FOR ALL MILITARY CHARACTERS. YOU ARE CAPABLE OF USING SMALL ARMS – EXAMPLES OF THESE ARE ASSAULT RIFLES, SHOTGUNS, SNIPER RIFLES AND SUB MACHINE GUNS. YOU ARE ALSO CAPABLE OF USING HAND GRENADES AND SINGLE SHOT GRENADE LAUNCHERS.
SNIPER TRAINING	7 MONTHS	REQUIRES: SMALL ARMS YOU ARE CAPABLE OF PURCHASING AND USING THE MARKSMAN FEAT AND ASSOCIATED PERKS.
SUPPORT WEAPONS	4 MONTHS	REQUIRES: SMALL ARMS YOU ARE CAPABLE OF USING SUPPORT WEAPONS – EXAMPLES OF THESE ARE THE M249 LIGHT MACHINE GUN, AUTOMATIC SHOTGUNS, MULTI SHOT GRENADE LAUNCHERS AND ANTI-MATERIAL WEAPONS.

BASIC UNARMED COMBAT	3 MONTHS	THIS SKILL IS AUTOMATICALLY GRANTED TO ALL HUMAN CHARACTERS. YOU ARE GOOD AT BRAWLING. YOU GAIN THE FOLLOWING ABILITIES : <ul style="list-style-type: none"> • STRIKE (UNLIMITED): YOU CAUSE SINGLE DAMAGE. YOU CANNOT CALL CRITICAL HIT WITH BASIC UNARMED COMBAT
EXPERT UNARMED COMBAT	9 MONTHS	YOU ARE AN EXPERT IN FIGHTING WITHOUT WEAPONS. YOU GAIN THE FOLLOWING ABILITIES : <ul style="list-style-type: none"> • TRIP (UNLIMITED) : YOU CALL “ZERO KNOCKDOWN” • STRIKE (UNLIMITED): YOU CAUSE SINGLE DAMAGE TO THE TARGET. • GRAPPLE (3 TIMES PER HOUR): GRAPPLE (3 TIMES PER HOUR): YOU CAN KEEP THE TARGET RESRAINED FOR 10 SECONDS. THEY MAY STILL USE SMALL WEAPONS, (NOT FISTS), ALREADY HELD AGAINST YOU. YOU MUST USE BOTH HANDS OR THE GRAPPLE ENDS. ANY EXPERT UNARMED CALL YOU MAKE AFTER THE GRAPPLE BEGINS, ENDS THE GRAPPLE. • THROW (3 TIMES PER HOUR): YOU CALL SINGLE KNOCKDOWN; THE TARGET MUST ROLE-PLAY BEING THROWN AWAY FROM YOU AND KNOCKED DOWN. • BREAK HOLD (3 TIMES PER HOUR): YOU CALL “BREAK HOLD” AND YOUR OPPONENT MUST RELEASE YOU FROM A GRAPPLE, OR YOU CAN RESIST A THROW AS YOU’VE BROKEN THEIR HOLD. • CHOKE (REQUIRES FEATS): YOU CAN, AFTER 10 SECONDS OF GRAPPLING AN OPPONENT, RENDER A PERSON UNCONSCIOUS IMMEDIATELY. • DISARM (REQUIRES FEATS) : YOU CAN TAKE AN OPPONENT’S WEAPON YOU CAN USE CRITICAL HIT FEATS WITH EXPERT UNARMED COMBAT

BASIC MELEE	2 MONTHS	THIS SKILL IS AUTOMATICALLY GRANTED TO ALL HUMAN CHARACTERS. YOU ARE PROFICIENT WITH WEAPONS. YOU MAY ONLY CALL SINGLE WITH ANY MELEE WEAPON IRRESPECTIVE OF TYPE. YOU CANNOT CALL CRITICAL HIT WITH BASIC MELEE WEAPONRY
MELEE WEAPONS	5 MONTHS	YOU ARE CAPABLE OF USING MELEE WEAPONS SUCH AS SWORDS, DAGGERS, POLE ARMS, AND SIMILAR. THIS DOES NOT ALLOW THE USE OF ALIEN EXOTIC MELEE WEAPONS, UNLESS YOU HAVE THE RELEVANT ALIEN WEAPON PRINCIPLE SKILL. THIS SKILL ALLOWS THE CHARACTER TO CALL DAMAGE AS PER THE WEAPONS LISTING.
PRIMITIVE WEAPONRY	7 MONTHS	YOU ARE CAPABLE OF USING BOWS, CROSSBOWS, THROWN DAGGERS, SHURIKEN, BLOW PIPES AND OTHER THROWN AND RANGED WEAPONS. THIS DOES NOT ALLOW THE USE OF ALIEN EXOTIC THROWN / RANGED WEAPONS. YOU MAY ALSO CRAFT IMPROVISED VERSIONS OF THESE WEAPONS WITH APPROPRIATE MATERIALS WHEN PROVIDING APPROPRIATE PHYS REPS.

MEDICAL SKILLS

MEDIC	3 MONTHS	THE CHARACTER IS A TRAINED FIRST AIDER, AND IN THE FIELD CAN PERFORM TRIAGE AND ASSIST PARAMEDICS AND DOCTORS BY PREPPING PEOPLE FOR MOVEMENT AND FINDING OUT SEVERITY OF INJURIES. THEY CAN ALSO TREAT FIRST AID ISSUES AS THEY OCCUR.
PARAMEDIC	6 MONTHS	REQUIRES: MEDIC THE CHARACTER CAN CHOOSE TO BE EITHER A TRAINED BATTLEFIELD MEDIC, OR A NURSE WHO TENDS TO WORK IN A MEDICAL BAY – THESE INDICATE WHERE YOU ARE MORE COMFORTABLE WORKING BUT DOESN'T LIMIT YOUR SKILLS... THEY CAN PERFORM TREATMENTS ON FIRST AID AND MINOR PROCEDURES.
DOCTOR	24 MONTHS (18 MONTHS WITH HUMAN PHYSIOLOGY)	REQUIRES: PARAMEDIC IF YOU TAKE THE DOCTOR SKILL, YOU AUTOMATICALLY GAIN THE HUMAN PHYSIOLOGY SKILL AS WELL AS DOCTOR. YOU ARE A TRAINED DOCTOR WITH THE FULL RANGE OF DOCTORAL SKILLS AVAILABLE, INCLUDING SURGERY AND LABORATORY WORK SKILLS. WHEN SELECTING THE SKILL YOU CHOSE WHETHER YOU ARE A BATTLEFIELD SURGEON (WHO WORKS IN COMBAT IN THE FIELD) OR A SURGEON (WHO WORKS IN A MEDICAL BAY) – THESE INDICATE WHERE YOU ARE MORE COMFORTABLE WORKING BUT DOESN'T LIMIT YOUR SKILLS.
MEDICAL SPECIALIST AREAS	6 MONTHS	REQUIRES: PARAMEDIC OR DOCTOR THE FOLLOWING SKILLS IMPROVE THE RANGE OF THE SKILLS, ALLOWING THEM TO GO ABOVE AND BEYOND ON A VARIETY OF TECHNIQUES. LEARNING SPECIALITIES WILL ALLOW TO YOU SPEED UP TREATMENTS WHEN THEY RELATE TO YOUR SPECIALIST AREA, AND MAY ALLOW OTHER EFFECTS TO OCCUR : EVERY TIME YOU PICK THIS YOU GET ONE OF THE FOLLOWING (OTHER AREAS ARE AVAILABLE, ASK A SYSTEM REFEREE) : <ul style="list-style-type: none"> CARDIOTHORACIC HAEMATOLOGY INFECTIOUS DISEASES ONCOLOGY PLASTIC SURGERY PROCTOLOGY NEUROSURGERY

OTHER MAIN SKILLS

+2 VITALITY	5 MONTHS ONLY CHARGEN	THIS SKILL ADDS +2 TO YOUR CHARACTERS VITALITY TOTAL.
ARCHEO-ANTHROPOLOGY	12 MONTHS (1 ST TWO SKILL AREAS) 6 MONTHS (EVERY SUBSEQUENT SKILL AREA)	YOU HOLD A QUALIFICATION IN ARCHAEOLOGY OR ANTHROPOLOGY YOUR UNDERSTANDING OF THE PAST AND THE DEVELOPMENT OF HUMAN SOCIETIES IS ADVANCED AND PROFOUND. YOU HAVE THE ABILITY TO RECOGNISE THE ARTEFACTS, MYTHS AND CULTURES OF OUR ANCESTORS WHEREVER THEY MAY APPEAR. CLASSICAL USES OF ARCHAEO-ANTHROPOLOGY ARE THE RECOGNITION OF ALIEN LANGUAGES, RECOGNISING THE CULTURAL ROOTS AND THEREFORE ETHOS OF AN ALIEN WORLD, HISTORICAL FORENSICS. THE ARCHAEO-ANTHROPOLOGY SKILL DOES NOT IN AND OF ITSELF GRANT THE ABILITY TO READ ANCIENT LANGUAGES, THIS IS THE PRESERVE OF LINGUISTICS, BUT DOES CONFER THE ABILITY TO RECOGNISE THE LANGUAGE AND KEY ELEMENTS. YOU CAN ALSO USE THIS SKILL TO ASSIMILATE INTO A NATIVE CULTURE IF IT'S ONE OF YOUR SPECIALITIES AS IF YOU WERE TRULY A NATIVE, AND YOU ARE ALSO AN EXPERT IN THE ARTEFACTS OF THESE CULTURES. CHARACTERS WITH ARCHAEO-ANTHROPOLOGY MUST ALSO SELECT TWO SPECIALIST CULTURES. EXAMPLES OF SPECIALITY AREAS: EGYPTIAN, MESO AMERICAN/ MAYAN, CELTIC, GRECO/ROMAN, NATIVE AMERICAN INDIAN, MIDDLE EASTERN, FAR EAST, INDO-ARYAN, GERMANIC/EUROPEAN ONCE PER HOUR, AFTER A PERIOD OF STUDYING A NATIVE CULTURE, YOU CAN GAIN AN INSIGHT INTO THE CULTURE AS IF YOU HAD USED A FLASH OF INSIGHT FEAT
DREAMING SPIRES	5 MONTHS ONLY CHARGEN	YOU HAVE ACCESS TO THE BEST RESEARCH ESTABLISHMENTS IN THE WORLD, AND THE LIBRARY CARD TO PROVE IT. YOU ARE A VERY WELL-KNOWN ACADEMIC, DURING DOWNTIME YOU TEND TO LEARN PIECES OF INFORMATION FROM THE WORLD OF ACADEMIA, THIS CAN BE INFORMATION AROUND NEW TECHNOLOGY DISCOVERIES OR PROCEDURES, OR CAN BE ACADEMIA RUMOURS WHICH MAY BE HELPFUL TO YOUR CHARACTER. YOU CAN ALSO DECIDE TO USE THIS TO HELP YOURSELF OR SOMEONE ELSE GAIN AN NPC TEACHER FOR A STANDARD OR BASIC SKILL. THIS NEEDS TO BE PLACED IN YOUR DOWNTIME IF YOU ARE DOING SO. SKILLS THAT CAN BE LEARNT WITH DREAMING SPIRES : BIO ENGINEERING, FORENSICS, HISTORY, PHILOSOPHY, POLITICS, RELIGION & OCCULT, VETERINARY SCIENCE, ANY OF THE BIOLOGICAL SCIENCE, PHYSICAL SCIENCE (EXCEPT EXPLOSIVES TRAINING), MATHEMATICS & COMPUTER SCIENCE OR ENGINEERING SKILLS, ARCHAEO-ANTHROPOLOGY, LINGUISTICS, HUMAN PSYCHOLOGY, MEDIC, PARAMEDIC, DOCTOR, BASIC BIOLOGY, BASIC BOTANY, BASIC CHEMISTRY, BASIC COMPUTERS, BASIC GEOLOGY, BASIC LANGUAGE, BASIC MATHEMATICS, BASIC PHYSICS, BASIC PSYCHOLOGY, BASIC ENGINEERING, BASIC ZOOLOGY.

EXPERIMENTAL KIT	5 MONTHS ONLY CHARGEN	<p>YOU ARE EXPECTED TO TEST A VARIETY OF TECHNOLOGY THAT HAS ALREADY BEEN INVENTED. THIS LEASES A PIECE OF EQUIPMENT, DRUGS, VEHICLE, AND LATEST WILD DEVICE TO YOUR CHARACTER FOR A PERIOD OF TIME. THESE TECHNOLOGIES ARE BEING TESTED WITH POSSIBILITY OF BECOMING "STANDARD EQUIPMENT" AND ARE IN A WIDE VARIETY OF STAGES OF DEVELOPMENT. THESE PIECES OF EQUIPMENT MAY HAVE FLAWS WHICH YOU HAVE TO WORK AROUND, OR MAY HAVE SIDE EFFECTS BOTH POSITIVE AND NEGATIVE AND YOU DON'T KNOW UNTIL YOU TEST THE ITEM WHAT IT IS THAT IS GOING TO BE, ALTHOUGH ITEMS TEND TO BE MORE GEARED TO EACH INDIVIDUAL CHARACTER – ESPECIALLY THE MORE EXPERIENCED THE CHARACTER THE MORE DANGEROUS AND MORE EXCITING THE ITEM. THE ADVANTAGE OF THE SKILL IS THAT YOU ARE ALWAYS AT THE CUTTING EDGE OF TECHNOLOGY AND HAVE THE OPPORTUNITY TO PLAY WITH SOME ADVANCED, ALBEIT DANGEROUS, ITEMS.</p>
INSIDER INFORMATION	5 MONTHS ONLY CHARGEN	<p>YOU HAVE ACCESS TO THE BEST COVERT SKILLS TRAINING IN THE WORLD. YOU ARE HIGHLY CONNECTED AMONG THE INTELLIGENCE COMMUNITY, DURING DOWNTIME YOU TEND TO LEARN PIECES OF INFORMATION FROM THE WORLD OF COVERT INTELLIGENCE, THIS CAN BE INFORMATION AROUND NEW TECHNOLOGY DISCOVERIES OR PROCEDURES, OR CAN BE INTEL RUMOURS WHICH MAY BE HELPFUL TO YOUR CHARACTER. YOU CAN ALSO DECIDE TO USE THIS TO HELP YOURSELF OR SOMEONE ELSE GAIN AN NPC TEACHER FOR A STANDARD OR BASIC SKILL. THIS NEEDS TO BE PLACED IN YOUR DOWNTIME IF YOU ARE DOING SO.</p> <p>SKILLS THAT CAN BE LEARNT WITH INSIDER INFORMATION : ADVANCED PISTOLS, SMALL ARMS, SNIPER TRAINING, SUPPORT WEAPONRY, EXPERT UNARMED COMBAT, MELEE WEAPONS, PRIMITIVE WEAPONRY, EXPLOSIVES TRAINING, PILOT, CYPHERS, LARCENY, COMMUNICATIONS, COMPUTING, LINGUISTICS, PSYCHOLOGY, BASIC CHEMISTRY, BASIC COMPUTERS, BASIC LANGUAGE, BASIC MATHEMATICS, BASIC PHYSICS, BASIC PSYCHOLOGY, BASIC EXPLOSIVES TRAINING.</p>
LARCENY	12 MONTHS	<p>LARCENY IS THE ABILITY TO BREACH PHYSICAL SECURITY MEASURES. YOU HAVE THE ABILITY TO PICK LOCKS, BYPASS SECURITY MEASURES, HOTWIRE CARS, OPEN LOCKED DOORS ETC... THIS SKILL USES THE CARD GAME RULES – YOU SHOULD ENSURE THAT YOU HAVE A SET OF CARDS PRINTED OUT BEFORE THE EVENT.</p>
LINGUISTICS	6 MONTHS PER LANGUAGE FAMILY	<p>THE LINGUISTICS SKILL IS THE ABILITY TO SPEAK A LANGUAGE OTHER THAN YOUR OWN. EACH LANGUAGE FAMILY YOU CHOOSE GIVES YOU ACCESS TO A RANGE OF LANGUAGES - YOU SHOULD PICK A LANGUAGE FAMILY FROM BELOW :</p> <p>GERMANIC : GERMAN, SAXON, SWEDISH, YIDDISH CELTIC : WELSH, GAELIC, MANX, OGHAM ITALIC : LATIN, ITALIAN, SPANISH, FRENCH, ENGLISH INDO-ARYAN : PUNJAB, HINDI, BAGHELI, SANSKRIT SLAVIC : RUSSIAN, SERBIAN, CZECH, UKRAINIAN EGYPTIAN : COPTIC, EGYPTIAN ARABIC, NUBIAN SEMITIC : ARABIC, HEBREW, SYRIAC, ARAMAIC CARIB : YABARANA, COYAIMA, BAKAIRI TRANS-NEW GUINEA : JAVANESE, MALAY NIGER-CONGO : TEGALI, DOGON, PAPEL JAPANESE : JAPANESE, YORON, KIKAI UTO-AZTECAN : HOPI, MAYO, NAHUATL SINO-TIBETAN : MANDARIN, TAMANG, TIBETAN</p>
PSYCHOLOGY	12 MONTHS	<p>YOU POSSESS A PROFESSIONAL QUALIFICATION IN PSYCHOLOGY. YOU HAVE SPENT TIME UNDERSTANDING AND LEARNING TO TREAT THE HUMAN MIND, ENABLING YOU TO OFFER COUNSELLING, UNDERSTAND AND ANTICIPATE ACTIONS AND ANALYSE THE DYSFUNCTIONAL.</p> <p>HUMAN PSYCHOLOGY IS ONLY EFFECTIVE ON HUMANS AND JAFFA (OF HUMAN DESCENT). SAMPLE USES OF PSYCHOLOGY ARE TO PREVENT POST-TRAUMATIC STRESS, PREDICT THE ACTIONS OF A FRIEND OR FOE, OR PUSH PEOPLE TO THE EDGE.</p> <p>AFTER ROLE-PLAYING WITH SOMEONE FOR AT LEAST FIVE MINUTES, 3 TIMES PER HOUR YOU CAN :</p> <ul style="list-style-type: none"> • SEE WHETHER SOMEONE'S LAST STATEMENT WAS A LIE • SEE WHETHER SOMEONE IN THE GENERAL CONVERSATION IS CONCEALING SOMETHING • FIND OUT WHAT SOMEONE IS TRYING TO ACHIEVE (IN BROAD TERMS) THROUGH THEIR WORDS. • DETECT THEIR CURRENT EMOTIONAL STATE. <p>AFTER ROLE-PLAYING WITH SOMEONE FOR AT LEAST TWENTY MINUTES, ONCE PER HOUR YOU CAN :</p> <ul style="list-style-type: none"> • DETECT SOMEONE'S PSYCHOLOGICAL FLAWS. <p>ONCE PER HOUR YOU ARE ABLE TO FALSIFY THE RESPONSE TO A PSYCHOLOGICAL CHALLENGE AS PER ABOVE.</p> <p>IF PURCHASED AT CHARACTER GENERATION YOU GAIN THE PSYCHOLOGY OF YOUR RACE. IF PURCHASED FOR THE FIRST TIME BY BEING TRAINED BY SOMEONE YOU LEARN THE PSYCHOLOGY THAT IS BEING TAUGHT TO YOU.</p> <p>FOR THE COST OF 5 MONTHS TRAINING TIME, AND ACCESS TO ANOTHER RACE AND TIME SPENT AMONGST THEM, YOU CAN GAIN EXTRA PSYCHOLOGY SKILLS.</p>

VETERAN SKILLS

VETERAN SKILLS ARE SKILLS WHICH ARE NOT AS WIDE RANGING AS THE MAIN SKILL SET, BUT HAVE THEIR USES AND ADD FLAVOUR TO CHARACTERS, AND YOU NEVER KNOW WHEN THESE SKILLS ARE GOING TO COME INTO PLAY.

VETERAN BASIC SKILLS (AVAILABLE AT CHARACTER GENERATION)

THESE SKILLS ARE MINOR VERSIONS OF FULL SKILLS, WHICH CAN ASSIST IN THE TRAINING OF OTHER SKILLS (LISTED NEXT TO THEIR TRAINING TIME) BY 3 MONTHS. ONCE YOU HAVE USED A BASIC SKILL TO DECREASE THE TRAINING REQUIREMENT OF A FULL SKILL, YOU CANNOT USE THAT BASIC SKILL TO DECREASE THE TRAINING TIME OF ANY OTHER SKILL. THEY REPRESENT A BASIC GROUNDING IN THOSE AREAS. IF SOMEONE IS TEACHING THE FULL SKILL WHICH RELATES TO A BASIC SKILL, YOU CAN CHOOSE IF YOU WISH TO LEARN THE FULL SKILL, OR THE BASIC SKILL FROM THAT TRAINING COURSE. (NOTE MATERIAL SCIENCE WHICH RELATES TO A NUMBER OF THESE SKILLS WHEN TRAINED ONLY GOES TOWARDS LEARNING ONE OF THE BASIC SKILLS, NOT ALL THREE).

WHEN YOU GAIN THE FULL SKILL, YOU DO NOT ADD THE 1 CARD FROM THE BASIC SKILL TO YOUR LOAD-OUT, THE FULL SKILL'S NUMBER OF CARDS REPLACES THE 1 CARD FROM THE BASIC... BUT IF THE BASIC SKILL GIVES YOU CARDS TO OTHER AREAS THEN YOU KEEP THOSE 1 CARDS TO THE OTHER AREAS.

BASIC BIOLOGY

3 MONTHS TRAINING TIME

REDUCES GENETICS, PATHOLOGY OR PHYSIOLOGY

YOU HAVE LEARNT THE BASIC TECHNIQUES OF BIOLOGY

BASIC BOTANY

3 MONTHS TRAINING TIME

REDUCES BOTANY

YOU HAVE LEARNT THE BASIC TECHNIQUES OF CHEMISTRY

BASIC CHEMISTRY

3 MONTHS TRAINING TIME

REDUCES MATERIALS

YOU HAVE LEARNT THE BASIC TECHNIQUES OF CHEMISTRY

BASIC COMPUTERS

3 MONTHS TRAINING TIME

REDUCES COMPUTING OR COMMUNICATIONS

YOU HAVE LEARNT THE BASIC TECHNIQUES OF COMPUTER SCIENCE. YOU GAIN THE ABILITY TO USE ONE CARD FROM COMPUTING AND ONE CARD FROM COMMUNICATIONS WHEN PREPARING FOR A SKILL GAME.

BASIC ENGINEERING

3 MONTHS TRAINING TIME

REDUCES MECHANICAL, ELECTRICAL, MILITARY OR STRUCTURAL ENGINEERING

YOU HAVE LEARNT THE BASIC TECHNIQUES OF ENGINEERING. YOU GAIN THE ABILITY TO USE ONE CARD FROM MECHANICAL ENGINEERING AND ONE CARD FROM ELECTRICAL ENGINEERING WHEN PREPARING FOR A SKILL GAME.

BASIC EXPLOSIVES TRAINING

3 MONTHS TRAINING TIME

REDUCES EXPLOSIVES TRAINING

YOU HAVE LEARNT THE BASIC TECHNIQUES OF EXPLOSIVES & DEMOLITIONS. YOU CAN ONLY USE C4 & CLAYMORES. YOU GAIN THE ABILITY TO USE ONE CARD FROM EXPLOSIVES TRAINING WHEN PREPARING FOR A SKILL GAME

BASIC GEOLOGY

3 MONTHS TRAINING TIME

REDUCES MATERIALS OR ARCHAEO-ANTHROPOLOGY

YOU HAVE A GOOD UNDERSTANDING OF ROCKS, MINERALS AND LANDSCAPES.

BASIC LANGUAGE

3 MONTHS TRAINING TIME

REDUCES RELEVANT LANGUAGE FAMILY

YOU HAVE LEARNT TO SPEAK ONE SPECIFIC LANGUAGE FROM A LANGUAGE FAMILY. THIS HELPS IN REDUCING THE COST OF THAT SPECIFIC LANGUAGE FAMILY ONLY.

BASIC MATHEMATICS

3 MONTHS TRAINING TIME

REDUCES PURE MATHEMATICS OR CIPHERS

YOU HAVE LEARNT THE BASIC TECHNIQUES OF MATHEMATICS. YOU CAN ATTEMPT TO SOLVE A CIPHER USING THIS SKILL, BUT THE TIME TAKEN WILL BE SIGNIFICANTLY INCREASED.

BASIC PHYSICS

3 MONTHS TRAINING TIME

REDUCES NUCLEAR PHYSICS OR MATERIALS

YOU HAVE LEARNT THE BASIC TECHNIQUES OF PHYSICS

BASIC PSYCHOLOGY

3 MONTHS TRAINING TIME

REDUCES PSYCHOLOGY

YOU ARE KNOWLEDGEABLE IN THE AREA OF INTERROGATION - AS A SUBSET OF PSYCHOLOGY YOU CAN ONCE PER SCENE WHEN ACTIVELY INTERROGATING SOMEONE FORCE THEM TO ANSWER ONE QUESTION TRUTHFULLY.

BASIC ZOOLOGY

3 MONTHS TRAINING TIME

REDUCES VETERINARY SCIENCE

YOU HAVE LEARNT THE BASIC TECHNIQUES OF ZOOLOGY

VETERAN SKILLS (AVAILABLE AT CHARACTER GENERATION)

ADVANCED ENDURANCE TRAINING

3 MONTHS TRAINING TIME

REQUIRES: ENDURANCE TRAINING

YOU HAVE SPENT A LONG TIME IN THE GYMNASIUM TO THE EXCLUSION OF EVERYTHING ELSE – AND HAVE HONED YOUR BODY TO THE PEAK OF PERFECTION. BUT PERFECTION COMES WITH A PRICE, AND YOU HAVE TO BE TOTALLY COMMITTED TO MAINTAIN YOUR BULK

YOU GAIN +3 TO YOUR BODY HITS (THIS REPLACES, AND DOES NOT STACK WITH ENDURANCE TRAINING), AS LONG AS YOU SPEND 2 MONTHS EVERY DOWNTIME IN THE GYM MAINTAINING THIS SKILL. (LEARNING THIS ALSO COUNTS AS 'UPKEEP' ON ENDURANCE TRAINING DURING LEARNING)

ARMOURER

6 MONTHS TRAINING TIME

YOU ARE CAPABLE OF REPAIRING DAMAGED ARMOUR AND DAMAGED WEAPONS, AS LONG AS YOU HAVE TOOLKITS AND SUPPLIES. YOU ARE ALSO CAPABLE OF MAKING WEAPONS SUCH AS BOWS AND SWORDS, AND AMMUNITION SUCH AS BULLETS.

IT TAKES 5 MINUTES TO REPAIR ONE POINT OF ARMOUR. IT TAKES 10 MINUTES TO REPAIR ONE PISTOL / ADVANCED PISTOL / SMALL ARMS. IT TAKES 20 MINUTES TO REPAIR ONE SUPPORT WEAPON.

SIGNATURE WEAPONS CAN BE REPAIRED AT EVENTS IF DAMAGED – BUT WHEN REPAIRED DO NOT ACT AS SIGNATURE WEAPONS FOR THE REST OF THE EVENT.

ASTRONAUT

6 MONTHS TRAINING TIME

YOU ARE ADEPT AT PILOTING SPACE CRAFT AND AT ZERO-G MANOEUVRING – GIVING YOU A DISTINCT ADVANTAGE WHEN IN SPACE, OR OTHER SUCH ENVIRONMENTS

BIO ENGINEERING

9 MONTHS TRAINING TIME

REQUIRES: DOCTOR OR A BIOLOGICAL SCIENCE SKILL

YOU ARE AN EXPERT AT BIO-ENGINEERING, A SCIENCE WHICH COVERS BOTH ENGINEERING AND BIOLOGY – INCLUDING GENETIC ENGINEERING, MODIFICATION OF PLANTS AND TISSUE ENGINEERING. THE TIME TAKEN TO LEARN THIS SKILL IS REDUCED BY 3 MONTHS IF YOU HAVE A PHYSICAL SCIENCE SKILL.

CATERING

3 MONTHS TRAINING TIME

YOU ARE AN EXPERT AT FIELD CATERING; YOU CAN CREATE EDIBLE AND NUTRITIONALLY BALANCED MEALS FROM ANY VIABLE INGREDIENTS, ON ANY WORLD.

EARTH CRYSTALS

3 MONTHS TRAINING TIME

REDUCED BY TWO MONTHS WITH ALIEN CRYSTALS

YOU HAVE A VARIETY OF KNOWLEDGE AROUND CRYSTAL TECHNOLOGIES, BASED ON EARTH TECHNOLOGIES.

IF YOU HAVE MATERIAL SCIENCE – YOU ARE CAPABLE OF GROWING AND REPAIRING CRYSTAL TECHNOLOGY

IF YOU HAVE ELECTRICAL ENGINEERING – YOU GAIN THE ELECTRICAL ENGINEERING CARD: SPARE CRYSTAL AND CONTROLLER

IF YOU HAVE COMMUNICATIONS – YOU GAIN THE COMMUNICATIONS CARD; EARTH RESONANT CRYSTAL

ENDURANCE TRAINING

3 MONTHS TRAINING TIME

YOU HAVE SPENT A LONG TIME IN THE GYMNASIUM AND HAVE HONED YOUR BODY. BUT THIS COMES WITH A PRICE, AND YOU HAVE TO MAINTAIN YOUR BULK. YOU GAIN +1 TO YOUR BODY HITS, AS LONG AS YOU SPEND 1 MONTH EVERY DOWNTIME IN THE GYM MAINTAINING THIS SKILL.

FISH AND GAME

3 MONTHS TRAINING TIME

YOU ARE AN EXPERT HUNTER, YOU ARE CAPABLE OF FINDING FOOD, WATER, SHELTER WHILE YOU'RE IN THE WILDERNESS; YOU'RE ALSO GOOD AT CAPTURING SMALL ANIMALS AND FISHING.

FORENSICS

3 MONTHS TRAINING TIME

YOU HAVE WATCHED ENOUGH QUINCY AND CSI TO BE ABLE TO UNDERSTAND THE BASICS OF FORENSIC SCIENCE. YOU CAN ALSO USE FORENSICS IN CONJUNCTION WITH OTHER SKILLS YOU HAVE TO ENABLE YOU TO INTERPRET THE INFORMATION ACCORDING TO YOUR PARTICULAR SPECIALISM'S, I.E. PHYSICS, GENETICS, MEDICINE, ARCHAEOLOGY ETC...

HISTORY

6 MONTHS TRAINING TIME

YOU HAVE A GRASP OF HISTORY, AND HAVE A BASIC KNOWLEDGE OF THE MAIN EVENTS THAT HAVE OCCURRED THROUGHOUT RECORDED HISTORY.

HYPNOSIS

3 MONTHS TRAINING TIME

YOU ARE KNOWLEDGEABLE IN THE AREA OF HYPNOSIS – AS A SUBSET OF PSYCHOLOGY YOUR KNOWLEDGE IS BASED IN THAT ONE SPECIFIC AREA.

YOU MAY ONCE PER SCENE AFTER 5 MINUTES RP DETECT SOMEONE'S EMOTIONAL STATE AND AFTER 20 MINUTES RP DETECT SOMEONE'S PSYCHOLOGICAL FLAW, OR HIDDEN INFORMATION IN THEIR MIND. THE PARTICIPANT MUST BE WILLING AND CONSENTING.

LAW

3 MONTHS TRAINING TIME

YOU ARE AN EXPERT AT LAW, BOTH MILITARY LAW AND CIVILIAN LAW.

FROM MILITARY DISCIPLINE, (REPRESENTING PERSONEL IN ORDER TO PROMOTE THEIR CASES), TO CIVILIAN LAW, (ARGUING PEOPLE'S CASES IN CIVILIAN COURT), YOU ARE QUALIFIED AND EXPERIENCED.

IF YOU SPEND TIME WITH ALIEN CULTURES YOU MAY BE ABLE TO ALSO TAKE THEIR OWN LEGAL SYSTEMS AS SKILL.

NAVIGATION

3 MONTHS TRAINING TIME

YOU ARE A SKILLED NAVIGATOR, ON LAND, ON SEA OR IN THE AIR. GIVEN A COMPASS, A MAP, OR JUST THE NIGHT SKY. YOU CAN FIND YOUR WAY FROM POINT A TO POINT B

PHILOSOPHY

3 MONTHS TRAINING TIME

YOU HAVE STUDIED THE ART OF THOUGHT, FROM THE GREEK PHILOSOPHERS TO MODERN ETHICISTS.

PILOT

6 MONTHS TRAINING TIME

YOU ARE AN ACCOMPLISHED PILOT – YOU MAY CHOOSE ONE CLASS AND ONE TECHNOLOGY FROM BELOW

TECH / CLASS	LIGHT	MEDIUM	CAPITAL
EARTH AEROSPACE	CESSNA, TYPHOON, APACHE	LYNX, CHINOOK, LEAR, 747	
EARTH NAVAL	DINGHY / MINISUB	PATROL BOAT / FISHING TRAWLER	LARGE FREIGHTER / BATTLESHIP / TRIDENT SUBMARINE
	NOTE – CHARACTERS WITH MEDIUM CLASS NAVAL ARE ASSUMED TO BE ABLE TO OPERATE LIGHT NAVAL – THIS DOES NOT CONFER THE ABILITY TO PILOT LIGHT CRAFT OF ANY OTHER CLASS		

POLITICS

3 MONTHS TRAINING TIME

YOU UNDERSTAND THE BASICS OF THE POLITICAL SYSTEM, AND THE BACK OFFICE POLITICS THAT OCCUR BEHIND THE SCENES.

RELIGION AND OCCULT STUDIES

3 MONTHS TRAINING TIME

YOU ARE KNOWLEDGEABLE IN THE MAJOR RELIGIONS, THEIR BELIEFS AND PRACTICES. YOU ARE ALSO KNOWLEDGEABLE IN A VARIETY OF OCCULT PRACTICES AND THEIR BELIEFS.

TAXIDERM

3 MONTHS TRAINING TIME

YOU CAN STUFF ANIMALS, AND PEOPLE.

VETERINARY SCIENCE

9 MONTHS TRAINING TIME

YOU KNOW HOW TO TREAT ANIMALS. THIS SKILL AIDS IN ANIMAL BASED TREATMENT AND CARE, YOU ARE CAPABLE OF HELPING AND HEALING INJURED CREATURES, AND A LITTLE KNOWLEDGE ABOUT NATURAL ANIMAL BEHAVIOUR. THE TIME TAKEN TO LEARN THIS SKILL IS REDUCED BY 3 MONTHS IF YOU HAVE PARAMEDIC, AND 6 MONTHS IF YOU HAVE DOCTOR.

VETERAN SKILLS (NOT AVAILABLE AT CHARACTER GENERATION)

ADVANCED CYBERNETICS

6 MONTHS TRAINING TIME

REQUIRES: BASIC CYBERNETICS AND BASIC NANOTECHNOLOGY

YOU ARE AN EXPERT AT CYBERNETIC CONTROL SYSTEMS, AND HOW THEY INTERFACE WITH THE HUMAN BODY – YOU ARE CAPABLE OF DEVELOPING SIMPLE CYBERWEAR THAT CAN DO COMPLEX TASKS AND MAY EVEN PASS FOR LIFE LIKE IN CERTAIN CIRCUMSTANCES
CYBERWEAR CREATED FOR PLAYER CHARACTERS NEED TO BE APPROVED BY BOTH THE PLOT CO-ORDINATOR AND SYSTEM REFEREES

ADVANCED NANOTECHNOLOGY

4 MONTHS TRAINING TIME

REQUIRES: BASIC NANOTECHNOLOGY, MATERIAL SCIENCE AND NUCLEAR PHYSICS

YOU ARE AN EXPERT AT NANOTECHNOLOGY, MORE SPECIFICALLY THE NANOTECHNOLOGY THAT THE SEF HAS DEVELOPED OVER THE YEARS – AS SUCH YOU CAN REDUCE THE TIME TAKEN TO USE ANY COMPUTING, COMMUNICATIONS AND ELECTRICAL ENGINEERING CARD TASKS BY 1/2. THIS DOES NOT STACK WITH BASIC NANOTECHNOLOGY. NANOTECHNOLOGY SKILLS DO NOT STACK WITH QUANTUM COMPUTING.

NANO TECHNOLOGY USES NANITES TO PERFORM TASKS, THERE MAYBE TIMES WHERE THIS IS USED AGAINST YOU...

ALIEN CRYSTALS

3 MONTHS TRAINING TIME

REDUCED BY TWO MONTHS WITH EARTH CRYSTALS

YOU HAVE A VARIETY OF KNOWLEDGE AROUND CRYSTAL TECHNOLOGIES, BASED ON ALIEN TECHNOLOGIES.

IF YOU HAVE MATERIAL SCIENCE – YOU ARE CAPABLE OF GROWING AND REPAIRING CRYSTAL TECHNOLOGY

IF YOU HAVE ELECTRICAL ENGINEERING – YOU GAIN THE ELECTRICAL ENGINEERING CARD : SPARE CRYSTAL AND CONTROLLER

IF YOU HAVE COMMUNICATIONS – YOU GAIN THE COMMUNICATIONS CARD – CRYSTALLINE ENHANCER

ALIEN CULTURE

3 MONTHS TRAINING TIME (UNLESS STATED)

REQUIRES: TEACHER, OR TIME SPENT WITH CULTURE

YOU HAVE SPENT TIME AMONGST PEOPLE OF AN ALIEN CULTURE AND HAVE OBSERVED THEIR WAYS AND THEIR CUSTOMS – YOU ARE THEREFORE MORE PROFICIENT IN DEALINGS WITH PEOPLE FROM THIS CULTURE AND MAY, AT A REFEREE'S DISCRETION BE GIVEN MORE INFORMATION IN DEALINGS WITH THESE SPECIFIC CULTURES AND OTHER BENEFITS IN NEGOTIATION AND INFILTRATION.

ALIEN CULTURE EXPANDS THE HISTORY, LAW, PHILOSOPHY, POLITICS, TAXIDERMY AND RELIGION AND OCCULT SKILLS, IF KNOWN, TO ALSO COVER INFORMATION PERTINENT TO THAT CULTURE WHERE RELEVANT.

THIS SKILL CAN BE TAKEN FOR ANY NON EARTH BASED CULTURE, AND TAKES 3 MONTHS TO LEARN EXCEPT FOR THOSE LISTED BELOW :

- **ANCIENT**: 5 MONTHS
- **ASGARD**: 5 MONTHS
- **COLUU**: 5 MONTHS
- **SILVAUS**: 5 MONTHS

IF YOU HAVE A RELEVANT ARCHAEO-ANTHROPOLOGY SKILL THE TRAINING TIME IS REDUCED BY 1 MONTH.

ALIEN SPOKEN LANGUAGE

TRAINING TIME VARIES

REQUIRES: TEACHER, OR TIME SPENT WITH CULTURE

YOU HAVE THE ABILITY TO SPEAK AND UNDERSTAND AN ALIEN LANGUAGE.
YOU CAN CHOSE FROM

- **ANCIENT** : 9 MONTHS (6 MONTHS IF YOU HAVE LATIN)
- **ASGARD** : 6 MONTHS
- **GOA'ULD / JAFFA** : 6 MONTHS
- **ANCIENT AETHERNAUT** : 6 MONTHS

ALIEN LANGUAGE SKILLS ARE INCREASED IN TRAINING TIME IF YOU DO NOT HAVE A LINGUISTICS SKILL (BY 3 MONTHS), BUT ARE REDUCED BY 3 MONTHS IF YOU HAVE THE EQUIVALENT SPOKEN/Written ALREADY.

ALIEN WRITTEN LANGUAGE

TRAINING TIME VARIES

REQUIRES: TEACHER, OR TIME SPENT WITH CULTURE

YOU HAVE THE ABILITY TO READ AND WRITE AN ALIEN LANGUAGE – OR SOLVE ANY ALIEN PUZZLES WHICH ARE IN THIS LANGUAGE.

YOU CAN CHOSE FROM

- **ANCIENT** : 9 MONTHS (6 MONTHS IF YOU HAVE LATIN)
- **ASGARD** : 6 MONTHS
- **GOA'ULD / JAFFA** : 6 MONTHS
- **ANCIENT AETHERNAUT** : 6 MONTHS

ALIEN LANGUAGE SKILLS ARE INCREASED IN TRAINING TIME IF YOU DO NOT HAVE A LINGUISTICS SKILL (BY 3 MONTHS), BUT ARE REDUCED BY 3 MONTHS IF YOU HAVE THE EQUIVALENT SPOKEN/Written ALREADY.

BASIC CYBERNETICS

4 MONTHS TRAINING TIME

REQUIRES: HUMAN PHYSIOLOGY, BIO-ENGINEERING, MECH. ENGINEERING, ELEC. ENGINEERING AND COMPUTING

YOU ARE AN EXPERT AT CYBERNETIC CONTROL SYSTEMS, AND HOW THEY INTERFACE WITH THE HUMAN BODY – YOU ARE CAPABLE OF DEVELOPING SIMPLE CYBERWEAR THAT CAN DO SIMPLE TASKS

CYBERWEAR CREATED FOR PLAYER CHARACTERS NEED TO BE APPROVED BY BOTH THE PLOT CO-ORDINATOR AND SYSTEM REFEREES

BASIC NANOTECHNOLOGY

3 MONTHS TRAINING TIME

REQUIRES: ELEC. ENGINEERING, COMMUNICATIONS AND COMPUTING

YOU ARE AT THE ENTRY LEVEL OF NANOTECHNOLOGY, MORE SPECIFICALLY THE NANOTECHNOLOGY THAT THE SEF HAS DEVELOPED OVER THE YEARS – AS SUCH YOU CAN REDUCE THE TIME TAKEN TO USE ANY COMPUTING, COMMUNICATIONS AND ELECTRICAL ENGINEERING CARD TASKS BY 1/3RD. NANOTECHNOLOGY SKILLS DO NOT STACK WITH QUANTUM COMPUTING.

NANO TECHNOLOGY USES NANITES TO PERFORM TASKS, THERE MAYBE TIMES WHERE THIS IS USED AGAINST YOU...

BIOENERGY GENERATION

4 MONTHS TRAINING TIME

REQUIRES: BIO-ENGINEERING, MECH. ENGINEERING AND MATERIALS

YOU ARE CAPABLE OF DEVELOPING, BUILDING AND REPAIRING EARTH BASED BIOENERGY GENERATION BATTERIES AND EQUIPMENT TO MANUFACTURE THOSE BATTERIES.

THIS GRANTS THE MECHANICAL ENGINEERING CARD : CELLULAR BATTERY

DIAL HOME DEVICE

4 MONTHS TRAINING TIME

REQUIRES: CRYSTALS (EARTH OR ALIEN)

AS LONG AS YOU HAVE THE CORRECT EQUIPMENT, YOU ARE CAPABLE OF FIXING, HACKING, REPAIRING DIAL HOME DEVICES DEPENDING ON OTHER SKILLS YOU MAY HAVE IN CONJUNCTION WITH THIS SKILL; THIS MAY TAKE A VARIABLE PERIOD OF TIME DEPENDING ON HOW EXPERIENCED YOU ARE WITH THIS SKILL.

E.G. IF YOU HAVE CRYSTALS: YOU CAN REPAIR MISSING/BROKEN DHD CRYSTALS

E.G. IF YOU HAVE COMMUNICATIONS: YOU CAN RETRIEVE DATA ON PREVIOUS LOCATIONS

E.G. IF YOU HAVE COMPUTING: YOU CAN INTERFACE WITH THE DHD TO INTERROGATE AND WORK WITH THE STARGATE BUFFER AND POSSIBLY TO HACK A DIALLING LOCATION.

E.G. IF YOU HAVE ELECTRICAL ENGINEERING: YOU CAN REPAIR BROKEN DHDs INNARDS WITH INTACT CRYSTALS

E.G. IF YOU HAVE MECHANICAL ENGINEERING: YOU CAN REPAIR BROKEN DHD OUTER CASING AND CONNECTIONS WITH INTACT CRYSTALS.

MEDICAL NANOTECHNOLOGY

4 MONTHS TRAINING TIME

REQUIRES: BASIC NANOTECHNOLOGY AND PHYSIOLOGY

YOU CAN USE NANOTECHNOLOGY TO ASSIST IN BASIC MEDICAL TASKS. USING MEDICAL NANOTECHNOLOGY GIVES A TIME REDUCTION TO SURGERY IF YOU HAVE THE SKILL AND ARE TAKING PART IN THE SURGERY. THIS REDUCES THE PROCEDURE TIME BY 5 MINUTES IF YOU ARE A PARAMEDIC, OR 10 MINUTES IF YOU ARE A DOCTOR. THIS REDUCTION CAN ONLY BE APPLIED ONCE TO EACH PROCEDURE.

THIS MAY ALSO ALLOW YOU TO DEVELOP NEW MEDICAL TECHNOLOGIES. THESE DEVELOPMENTS WILL TAKE TIME AND HAVE TO HAVE SYSTEM REFEREE AND PLOT CO-ORDINATOR APPROVAL.

NANO TECHNOLOGY USES NANITES TO PERFORM TASKS, THERE MAYBE TIMES WHERE THIS IS USED AGAINST YOU...

PILOT ADDITIONAL

3 MONTHS TRAINING TIME

REQUIRES: PILOT AND ACCESS TO APPROPRIATE CRAFT

REQUIRES : ASTRONAUT FOR LIGHT SPACE VESSELS / ASTROPHYSICS FOR CAPITAL SPACE VESSELS

YOU GAIN ONE ADDITIONAL TECHNOLOGY GROUP WHICH MUST BE COMPATIBLE WITH A CLASS YOU ARE ALREADY CONVERSANT WITH **OR** ONE ADDITIONAL CLASS GROUP WHICH MUST BE COMPATIBLE WITH A TECHNOLOGY YOU ARE ALREADY CONVERSANT WITH.

TECH / CLASS	LIGHT	MEDIUM	CAPITAL
AETHERNAUT SPACECRAFT	LIGHT	CHARLES DE GAULLE	CAPITAL
ANCIENT SPACECRAFT	PUDDLE JUMPER	SHUTTLE	AURORA CLASS, CITY SHIP
ASGARD SPACECRAFT	CHARIOT	VANIR	BLISKNER
EARTH AEROSPACE	CESSNA, TYPHOON, APACHE	LYNX, CHINOOK, LEAR, 747	
EARTH NAVAL	DINGHY / MINISUB	PATROL BOAT / FISHING TRAWLER	LARGE FREIGHTER / BATTLESHIP / TRIDENT SUBMARINE
	NOTE – CHARACTERS WITH MEDIUM CLASS NAVAL ARE ASSUMED TO BE ABLE TO OPERATE LIGHT NAVAL – THIS DOES NOT CONFER THE ABILITY TO PILOT LIGHT CRAFT OF ANY OTHER CLASS		
EARTH SPACECRAFT	PHOBOS, F302	DEMOS	MARS, ARK ROYAL, B302
GGC SPACECRAFT	FALCON	RAVEN	CRUISER
GGR SPACECRAFT	LOW ORBIT SHUTTLE / AEROSPACE TAXI	TRANSPORTER	CRUISER
GOA'ULD SPACECRAFT	DEATH GLIDER	AL'KESH, TEL'TAK	HATAK, CHEOPS
SILVALIS SPACECRAFT	TBC	TBC	TBC
	NOTE – CAN ONLY BE PILOTTED BY PEOPLE WHO ARE HALF-PLANT GENETICALLY.		
TRECEITEN SPACECRAFT	TELECINE SHUTTLE	TBC	TBC

QUANTUM COMPUTING

4 MONTHS TRAINING TIME

REQUIRES: COMPUTING (10 CARDS)

YOU HAVE LEARNT HOW TO MAKE QUANTUM COMPUTER PROGRAMMING PART OF YOUR DAY TO DAY EXISTENCE – THIS SKILL REDUCES ALL COMPUTING CARD TIMES BY 10% WHEN USING A CPDA. YOU CAN BUY THIS SKILL UPTO THREE TIMES (FOR A TOTAL OF 12 MONTHS). EACH ADDITIONAL PURCHASE OF QUANTUM COMPUTING REDUCES CARD TIMES BY A FURTHER 5% (FOR A TOTAL OF 20% AT THREE PURCHASES).

SHIELD ENGINEERING

6 MONTHS TRAINING TIME

REQUIRES: NUCLEAR PHYSICS

YOU ARE CAPABLE OF APPLYING YOUR KNOWLEDGE TO SHIELD TECHNOLOGIES.

E.G. IF YOU HAVE ELECTRICAL ENGINEERING AND THE RELEVANT ALIEN ENGINEERING PRINCIPLES. YOU CAN REPAIR PERSONAL SHIELD DEVICES

E.G. IF YOU HAVE ELECTRICAL ENGINEERING AND STARSHIP ENGINEERING, YOU CAN REPAIR SHIELDS ON AN EARTH STARSHIP

E.G. IF YOU HAVE ELECTRICAL ENGINEERING AND STARSHIP ENGINEERING AND GOA'ULD ENGINEERING PRINCIPLES, YOU CAN REPAIR SHIELDS ON A GOA'ULD STARSHIP

STARGATE THEORY

9 MONTHS TRAINING TIME

REQUIRES : GOA'ULD OR ANCIENT ENGINEERING PRINCIPLES, DIAL HOME DEVICE, SUBSPACE ENGINEERING, CRYSTALS (EARTH OR ALIEN), COMPUTING, NUCLEAR PHYSICS, MECHANICAL ENGINEERING, ELECTRICAL ENGINEERING

YOU ARE CAPABLE OF KNOWING THE THEORY OF STARGATE TRAVEL, BOTH THEORETICAL AND PRACTICAL KNOWLEDGE AROUND GATES AND GATE TRAVEL. WHILE YOU CANNOT BUILD ONE FROM SCRATCH YOU KNOW MORE ABOUT THEM THAN MOST AND CAN THEORETICALLY PERFORM THINGS WITH A STARGATE THAT OTHERS CANNOT.

IF YOU ALSO HAVE ANCIENT COMPUTER SCIENCE PRINCIPLES AND ANCIENT ENGINEERING PRINCIPLES AND A SOURCE OF MATERIALS YOU CAN GIVEN TIME, POTENTIALLY BUILD A STARGATE.

STARSHIP ENGINEERING

5 MONTHS TRAINING TIME

YOU ARE CAPABLE OF APPLYING YOUR KNOWLEDGE TO STARSHIP APPLICATIONS THIS INCLUDES THE LARGE SCALE MAINTENANCE, BUILDING AND DESIGN AND CONSTRUCTION OF DEVICES FOR US ON, AND IN STARSHIPS.

E.G. IF YOU HAVE STRUCTURAL ENGINEERING – YOU ARE CAPABLE OF DESIGNING STRUCTURAL COMPONENTS ETC.

E.G. IF YOU HAVE MECHANICAL ENGINEERING – YOU ARE CAPABLE OF BUILDING FLIGHT SYSTEMS, ENGINES ETC.

E.G. IF YOU HAVE NUCLEAR PHYSICS – YOU ARE CAPABLE OF DESIGNING REACTOR CORES ETC.

IF YOU HAVE AN ALIEN ENGINEERING PRINCIPLES SKILL (E.G. ANCIENT ENGINEERING PRINCIPLES) YOU CAN APPLY IT TO THIS SKILL, MAINTAINING, BUILDING, DESIGNING AND CONSTRUCTING SHIPS BASED OFF ALIEN TECHNOLOGY.

STAY WITH ME

3 MONTHS TRAINING TIME

REQUIRES: 10 VITALITY

YOU CAN TAKE ONE OTHER CHARACTER "UNDER YOUR WING" AND WHILE YOU ARE ACTIVELY LEADING THEM OR PROTECTING THEM, AND YOU ARE WITHIN 50 FEET (AND LINE OF SIGHT) OF THEM, THEY GAIN +4 TO THEIR MAXIMUM VITALITY. THIS VITALITY INCREASE CANNOT TAKE THEIR MAXIMUM VITALITY ABOVE YOUR MAXIMUM VITALITY

YOU CAN SPEND 2 MONTHS GAINING EXTRA PEOPLE ADDED TO YOUR STAY WITH ME (THERE IS NO MAXIMUM TO THE AMOUNT OF TIMES YOU CAN PURCHASE THIS SKILL)

SUBSPACE ENGINEERING

6 MONTHS TRAINING TIME

YOU ARE FAMILIAR WITH THE PRINCIPLES AND THEORETICAL APPLICATIONS OF SUBSPACE ENGINEERING. YOU ARE CAPABLE OF APPLYING YOUR EXISTING KNOWLEDGE TO SUBSPACE TECHNOLOGIES.

E.G. IF YOU ALSO HAVE MECHANICAL ENGINEERING YOU UNDERSTAND THE PRINCIPLES BEHIND SUBSPACE FLIGHT SYSTEMS AND HYPERDRIVES.

E.G. IF YOU HAVE STRUCTURAL ENGINEERING AND SUBSPACE ENGINEERING YOU CAN DESIGN CRAFT CAPABLE OF WITHSTANDING SUBSPACE.

E.G. IF YOU HAVE COMMUNICATIONS, YOU UNDERSTAND THE PRINCIPLES BEHIND SUBSPACE COMMUNICATIONS

TELEPORTATION ENGINEERING

6 MONTHS TRAINING TIME

REQUIRES: NUCLEAR PHYSICS

YOU ARE FAMILIAR WITH THE PRINCIPLES AND THEORETICAL APPLICATIONS OF MATTER TRANSPORTATION AND QUANTUM ENTANGLEMENT. YOU ARE CAPABLE OF APPLYING YOUR KNOWLEDGE TO TELEPORTATION TECHNOLOGIES.

E.G. IF YOU HAVE MECHANICAL ENGINEERING AND STARSHIP ENGINEERING, YOU CAN MAKE AND REPAIR TELEPORTERS ON AN EARTH STARSHIP

E.G. IF YOU HAVE MECHANICAL ENGINEERING AND GOA'ULD ENGINEERING PRINCIPLES YOU CAN MAKE AND REPAIR RING DEVICES.

XENO ZOOLOGY

9 MONTHS TRAINING TIME

YOU KNOW THE BASICS OF WHAT MAKES ALIEN FLORA AND FAUNA TICK, THIS SKILL ALLOWS YOU TO MAKE EDUCATED GUESSES ABOUT THE MOTIVES AND HABITS OF NON-SENTIENT ALIEN CREATURES.

IF YOU HAVE BASIC ZOOLOGY THIS IS REDUCED BY 3 MONTHS TRAINING AND IF YOU HAVE VETERINARY SCIENCE IT IS REDUCED BY 6 MONTHS TRAINING (ONLY ONE OF THESE CAN BE USED TO REDUCE THE TIME)

VETERAN ALIEN PRINCIPLES SKILLS (NOT AVAILABLE AT CHARACTER GENERATION)

THE FOLLOWING SKILLS EXPAND YOUR CURRENT SKILL SETS TO ALIEN TECHNOLOGY:

- THE **ENGINEERING PRINCIPLES SKILL** ALLOWS YOU TO USE YOUR ENGINEERING, PHYSICAL SCIENCE AND LARCENY SKILLS ON ALIEN TECHNOLOGIES
- THE **COMPUTER SCIENCE PRINCIPLES SKILL** ALLOWS YOU TO USE YOUR COMPUTING, COMMUNICATIONS AND CIPHERS SKILLS ON ALIEN TECHNOLOGIES
- THE **WEAPONS PRINCIPLES SKILL** ALLOWS YOU TO USE YOUR ARMOURER SKILL AND YOUR COMBAT SKILLS ON ALIEN TECHNOLOGIES (CERTAIN TECHNOLOGIES ARE AT EARTH WEAPONS TECH LEVEL AND YOU CAN USE THEIR WEAPONS WITHOUT THIS SKILL. THEY ARE NOTED BELOW)
- THE **MEDICAL PRINCIPLES SKILL** ALLOWS YOU TO USE YOUR MEDICAL SKILLS ON ALIEN TECHNOLOGIES
- IF YOU HAVE THE RELEVANT ALIEN TECHNOLOGY PRINCIPLES SKILL YOU ALWAYS USE YOUR FULL HAND SIZE WHEN SOLVING THE PROBLEM
- FOR TECHNOLOGY WHICH IS CLOSE TO EARTH LEVEL (GGC/GGR/ELYSIAN) YOU WILL NORMALLY USE YOUR FULL HAND SIZE, BUT FOR PROBLEMS WHICH ARE VASTLY DIFFERENT FROM CONVENTIONAL EARTH TECHNOLOGY (WHICH WILL BE SHOWN BY THE REFEREE PLAYING THE "ADVANCED TECH PROBLEM" CARD WITH THE PROBLEM) THEN IF YOU DO NOT HAVE THE RELEVANT ALIEN TECHNOLOGY SKILL YOUR HAND SIZE IS HALVED (ROUND DOWN)
- FOR TECHNOLOGY WHICH IS MORE ADVANCED THAN EARTH (E.G. GOA'ULD/ANCIENT/ASGARD) OR VERY DIFFERENT (E.G. SILVALIS), THEN THE REFEREE WILL NEARLY ALWAYS PLAY THE "ADVANCED TECH PROBLEM" CARD WITH THE PROBLEM AND THEN IF YOU DO NOT HAVE THE RELEVANT ALIEN TECHNOLOGY SKILL YOUR HAND SIZE IS HALVED (ROUND DOWN)

AETHERNAUT COMPUTER SCIENCE PRINCIPLES

3 MONTHS TRAINING TIME

REQUIRES: ACCESS TO APPROPRIATE TECHNOLOGIES OR TRAINING MATERIAL

YOU HAVE AN UNDERSTANDING OF THE COMPUTER SCIENCE PRINCIPLES OF THE AETHERNAUTS – THIS SKILL ALLOWS YOU TO USE ANY RELEVANT SKILLS FROM THE MATHS & COMPUTER SCIENCE TREE IN RELATION TO AETHERNAUT TECHNOLOGY.

THIS GRANTS THE COMMUNICATIONS CARD : AETHERNAUT COMMUNICATIONS DEVICE

AETHERNAUT ENGINEERING PRINCIPLES

3 MONTHS TRAINING TIME

REQUIRES: ACCESS TO APPROPRIATE TECHNOLOGIES OR TRAINING MATERIAL

YOU HAVE AN UNDERSTANDING OF THE ENGINEERING PRINCIPLES OF THE AETHERNAUTS – THIS SKILL ALLOWS YOU TO USE ANY RELEVANT ENGINEERING SKILLS, OR PHYSICAL SCIENCE IN ADDITION TO LARCENY, IN RELATION TO AETHERNAUT TECHNOLOGY.

THIS GRANTS THE ELECTRICAL ENGINEERING CARD : AETHERNAUT GENERATOR

AETHERNAUT MEDICAL PRINCIPLES

3 MONTHS TRAINING TIME

REQUIRES: DOCTOR AND MATERIAL SCIENCE, AND ACCESS TO APPROPRIATE TECHNOLOGIES OR TRAINING MATERIAL

YOU ARE KNOWLEDGEABLE IN THE AREA OF AETHERNAUT MEDICAL TECHNOLOGIES, INCLUDING CLONING, AND BIO-GEL RELATED TECHNOLOGIES.

AETHERNAUT WEAPONS PRINCIPLES

3 MONTHS TRAINING TIME

REQUIRES: ACCESS TO APPROPRIATE TECHNOLOGIES OR TRAINING MATERIAL

YOU CAN NOW USE YOUR RELEVANT EARTH BASED SKILLS IN RELATION TO AETHERNAUT WEAPONS

E.G. IF YOU HAVE ARMOURER YOU CAN MAKE AND REPAIR AETHERNAUT WEAPONS
E.G. IF YOU HAVE SMALL ARMS YOU CAN USE AETHERNAUT LONG RIFLES

THIS GRANTS THE EXPLOSIVES TRAINING CARD : AETHERNAUT DISPOSAL EQUIPMENT

ANCIENT COMPUTER SCIENCE PRINCIPLES

6 MONTHS TRAINING TIME

REQUIRES: ACCESS TO APPROPRIATE TECHNOLOGIES OR TRAINING MATERIAL

YOU HAVE AN UNDERSTANDING OF THE COMPUTER SCIENCE PRINCIPLES OF THE ANCIENTS – THIS SKILL ALLOWS YOU TO USE ANY RELEVANT SKILLS FROM THE MATHS & COMPUTER SCIENCE TREE IN RELATION TO ANCIENTS TECHNOLOGY.

THIS GRANTS ONE OF THE COMPUTING CARDS : THE FORETELLING, THE UNDERSTANDING

ANCIENT ENGINEERING PRINCIPLES

6 MONTHS TRAINING TIME

REQUIRES: ACCESS TO APPROPRIATE TECHNOLOGIES OR TRAINING MATERIAL

YOU HAVE AN UNDERSTANDING OF THE ENGINEERING PRINCIPLES OF THE ANCIENTS – THIS SKILL ALLOWS YOU TO USE ANY RELEVANT ENGINEERING SKILLS, OR PHYSICAL SCIENCE IN ADDITION TO LARCENY, IN RELATION TO ANCIENTS TECHNOLOGY.

THIS GRANTS THE MECHANICAL ENGINEERING CARD : ZPM

ANCIENT MEDICAL PRINCIPLES

6 MONTHS TRAINING TIME

REQUIRES: DOCTOR , AND ACCESS TO APPROPRIATE TECHNOLOGIES OR TRAINING MATERIAL

YOU ARE KNOWLEDGEABLE IN THE AREA OF ANCIENTS MEDICAL TECHNOLOGIES, ALTHOUGH WITHOUT THE ANCIENT GENE YOU MAY NOT BE ABLE TO USE THEM.

ANCIENT WEAPONS PRINCIPLES

6 MONTHS TRAINING TIME

REQUIRES: ACCESS TO APPROPRIATE TECHNOLOGIES OR TRAINING MATERIAL

YOU CAN NOW USE YOUR RELEVANT EARTH BASED SKILLS IN RELATION TO ANCIENTS WEAPONS

E.G. IF YOU HAVE ARMOURER YOU CAN MAKE AND REPAIR ANCIENTS WEAPONS
E.G. IF YOU HAVE SMALL ARMS YOU CAN USE ANCIENT TRAVELLER WEAPONS

ASGARD COMPUTER SCIENCE PRINCIPLES

6 MONTHS TRAINING TIME

REQUIRES: ACCESS TO APPROPRIATE TECHNOLOGIES OR TRAINING MATERIAL

YOU HAVE AN UNDERSTANDING OF THE COMPUTER SCIENCE PRINCIPLES OF THE ASGARD – THIS SKILL ALLOWS YOU TO USE ANY RELEVANT SKILLS FROM THE MATHS & COMPUTER SCIENCE TREE IN RELATION TO ASGARD TECHNOLOGY.

THIS GRANTS THE COMMUNICATIONS CARD : HOLOGRAPHIC TRANSMITTER

ASGARD ENGINEERING PRINCIPLES

6 MONTHS TRAINING TIME

REQUIRES: ACCESS TO APPROPRIATE TECHNOLOGIES OR TRAINING MATERIAL

YOU HAVE AN UNDERSTANDING OF THE ENGINEERING PRINCIPLES OF THE ASGARD – THIS SKILL ALLOWS YOU TO USE ANY RELEVANT ENGINEERING SKILLS, OR PHYSICAL SCIENCE IN ADDITION TO LARCENY, IN RELATION TO ASGARD TECHNOLOGY.

THIS GRANTS THE MECHANICAL ENGINEERING CARD : ION POWER GENERATOR

ASGARD MEDICAL PRINCIPLES

6 MONTHS TRAINING TIME

REQUIRES: DOCTOR , AND ACCESS TO APPROPRIATE TECHNOLOGIES OR TRAINING MATERIAL

YOU ARE KNOWLEDGEABLE IN THE AREA OF ASGARD MEDICAL TECHNOLOGIES, INCLUDING STASIS, CLONING AND REPLICATION.

ASGARD WEAPONS PRINCIPLES

6 MONTHS TRAINING TIME

REQUIRES: ACCESS TO APPROPRIATE TECHNOLOGIES OR TRAINING MATERIAL

YOU CAN NOW USE YOUR RELEVANT EARTH BASED SKILLS IN RELATION TO ASGARD WEAPONS
E.G. IF YOU HAVE ARMOURER YOU CAN MAKE AND REPAIR ASGARD WEAPONS

ELYSIAN COMPUTER SCIENCE PRINCIPLES

3 MONTHS TRAINING TIME

REQUIRES: ACCESS TO APPROPRIATE TECHNOLOGIES OR TRAINING MATERIAL

YOU HAVE AN UNDERSTANDING OF THE COMPUTER SCIENCE PRINCIPLES OF THE ELYSIANS – THIS SKILL ALLOWS YOU TO USE ANY RELEVANT SKILLS FROM THE MATHS & COMPUTER SCIENCE TREE IN RELATION TO ELYSIAN TECHNOLOGY.

THIS GRANTS THE COMPUTING CARD : OLD ENCRYPTION KNOWLEDGE

ELYSIAN ENGINEERING PRINCIPLES

3 MONTHS TRAINING TIME

REQUIRES: ACCESS TO APPROPRIATE TECHNOLOGIES OR TRAINING MATERIAL

YOU HAVE AN UNDERSTANDING OF THE ENGINEERING PRINCIPLES OF THE ELYSIANS – THIS SKILL ALLOWS YOU TO USE ANY RELEVANT ENGINEERING SKILLS, OR PHYSICAL SCIENCE IN ADDITION TO LARCENY, IN RELATION TO ELYSIAN TECHNOLOGY

THIS GRANTS THE ELECTRICAL ENGINEERING CARD : PROJECTED ENERGY SYSTEM

ELYSIAN MEDICAL PRINCIPLES

3 MONTHS TRAINING TIME

REQUIRES: DOCTOR , AND ACCESS TO APPROPRIATE TECHNOLOGIES OR TRAINING MATERIAL

YOU ARE KNOWLEDGEABLE IN THE AREA OF ELYSIAN MEDICAL TECHNOLOGIES

ELYSIAN WEAPONS PRINCIPLES

3 MONTHS TRAINING TIME

REQUIRES: ACCESS TO APPROPRIATE TECHNOLOGIES OR TRAINING MATERIAL

YOU CAN NOW USE YOUR RELEVANT EARTH BASED SKILLS IN RELATION TO ELYSIAN WEAPONS. E.G. IF YOU HAVE ARMOURER YOU CAN MAKE AND REPAIR ELYSIAN WEAPONS

THIS GRANTS THE EXPLOSIVES TRAINING CARD : EXPLOSIVE REDIRECTION SYSTEM

GALADEEN COMPUTER SCIENCE PRINCIPLES

6 MONTHS TRAINING TIME

REQUIRES: ACCESS TO APPROPRIATE TECHNOLOGIES OR TRAINING MATERIAL

YOU HAVE AN UNDERSTANDING OF THE COMPUTER SCIENCE PRINCIPLES OF THE GALADEEN – THIS SKILL ALLOWS YOU TO USE ANY RELEVANT SKILLS FROM THE MATHS & COMPUTER SCIENCE TREE IN RELATION TO GALADEEN TECHNOLOGY.

GALADEEN ENGINEERING PRINCIPLES

3 MONTHS TRAINING TIME

REQUIRES: ACCESS TO APPROPRIATE TECHNOLOGIES OR TRAINING MATERIAL

YOU HAVE AN UNDERSTANDING OF THE ENGINEERING PRINCIPLES OF THE GALADEEN – THIS SKILL ALLOWS YOU TO USE ANY RELEVANT ENGINEERING SKILLS, OR PHYSICAL SCIENCE IN ADDITION TO LARCENY, IN RELATION TO GALADEEN TECHNOLOGY.

GALADEEN MEDICAL PRINCIPLES

3 MONTHS TRAINING TIME

REQUIRES: DOCTOR, AND ACCESS TO APPROPRIATE TECHNOLOGIES OR TRAINING MATERIAL

YOU ARE KNOWLEDGEABLE IN THE AREA OF GALADEEN MEDICAL TECHNOLOGIES.

GALADEEN WEAPONS PRINCIPLES

3 MONTHS TRAINING TIME

REQUIRES: ACCESS TO APPROPRIATE TECHNOLOGIES OR TRAINING MATERIAL

YOU CAN NOW USE YOUR RELEVANT EARTH BASED SKILLS IN RELATION TO GALADEEN WEAPONS

E.G. IF YOU HAVE ARMOURER YOU CAN MAKE AND REPAIR GALADEEN WEAPONS

GGC COMPUTER SCIENCE PRINCIPLES

3 MONTHS TRAINING TIME

REQUIRES: ACCESS TO APPROPRIATE TECHNOLOGIES OR TRAINING MATERIAL

YOU HAVE AN UNDERSTANDING OF THE COMPUTER SCIENCE PRINCIPLES OF THE GGC – THIS SKILL ALLOWS YOU TO USE ANY RELEVANT SKILLS FROM THE MATHS & COMPUTER SCIENCE TREE IN RELATION TO GGC TECHNOLOGY.

THIS GRANTS THE COMMUNICATIONS CARD : GGC TRANSCODER

GGC ENGINEERING PRINCIPLES

3 MONTHS TRAINING TIME

REQUIRES: ACCESS TO APPROPRIATE TECHNOLOGIES OR TRAINING MATERIAL

YOU HAVE AN UNDERSTANDING OF THE ENGINEERING PRINCIPLES OF THE GGC – THIS SKILL ALLOWS YOU TO USE ANY RELEVANT ENGINEERING SKILLS, OR PHYSICAL SCIENCE IN ADDITION TO LARCENY, IN RELATION TO GGC TECHNOLOGY

THIS GRANTS THE MECHANICAL ENGINEERING CARD : FUSION GENERATOR

GGC MEDICAL PRINCIPLES

3 MONTHS TRAINING TIME

REQUIRES: DOCTOR, AND ACCESS TO APPROPRIATE TECHNOLOGIES OR TRAINING MATERIAL

YOU ARE KNOWLEDGEABLE IN THE AREA OF GGC MEDICAL TECHNOLOGIES

GGC WEAPONS PRINCIPLES

3 MONTHS TRAINING TIME

REQUIRES: ACCESS TO APPROPRIATE TECHNOLOGIES OR TRAINING MATERIAL

YOU CAN NOW USE YOUR RELEVANT EARTH BASED SKILLS IN RELATION TO GGC WEAPONS E.G. IF YOU HAVE ARMOURER YOU CAN MAKE AND REPAIR GGC WEAPONS GGC WEAPONS ARE OF EARTH LEVEL TECHNOLOGY AND CAN BE USED WITHOUT THIS SKILL.

THIS GRANTS THE EXPLOSIVES TRAINING CARD : EMERGENCY SUPPRESSION SYSTEM

GGR COMPUTER SCIENCE PRINCIPLES

3 MONTHS TRAINING TIME

REQUIRES: ACCESS TO APPROPRIATE TECHNOLOGIES OR TRAINING MATERIAL

YOU HAVE AN UNDERSTANDING OF THE COMPUTER SCIENCE PRINCIPLES OF THE GGR – THIS SKILL ALLOWS YOU TO USE ANY RELEVANT SKILLS FROM THE MATHS & COMPUTER SCIENCE TREE IN RELATION TO GGR TECHNOLOGY.

THIS GRANTS THE COMPUTING CARD : SECURITY BYPASSING

GGR ENGINEERING PRINCIPLES

3 MONTHS TRAINING TIME

REQUIRES: ACCESS TO APPROPRIATE TECHNOLOGIES OR TRAINING MATERIAL

YOU HAVE AN UNDERSTANDING OF THE ENGINEERING PRINCIPLES OF THE GGR – THIS SKILL ALLOWS YOU TO USE ANY RELEVANT ENGINEERING SKILLS, OR PHYSICAL SCIENCE IN ADDITION TO LARCENY, IN RELATION TO GGR TECHNOLOGY

THIS GRANTS THE ELECTRICAL ENGINEERING CARD : EFFICIENT ENGINEERING

GGR MEDICAL PRINCIPLES

3 MONTHS TRAINING TIME

REQUIRES: DOCTOR , AND ACCESS TO APPROPRIATE TECHNOLOGIES OR TRAINING MATERIAL

YOU ARE KNOWLEDGEABLE IN THE AREA OF GGR MEDICAL TECHNOLOGIES.

GGR WEAPONS PRINCIPLES

3 MONTHS TRAINING TIME

REQUIRES: ACCESS TO APPROPRIATE TECHNOLOGIES OR TRAINING MATERIAL

YOU CAN NOW USE YOUR RELEVANT EARTH BASED SKILLS IN RELATION TO GGR WEAPONS E.G. IF YOU HAVE ARMOURER YOU CAN MAKE AND REPAIR GGR WEAPONS GGR WEAPONS ARE OF EARTH LEVEL TECHNOLOGY AND CAN BE USED WITHOUT THIS SKILL.

THIS GRANTS THE LARCENY CARD : BRUTE FORCE ENTRY

GOA'ULD COMPUTER SCIENCE PRINCIPLES

3 MONTHS TRAINING TIME

REQUIRES: ACCESS TO APPROPRIATE TECHNOLOGIES OR TRAINING MATERIAL

YOU HAVE AN UNDERSTANDING OF THE COMPUTER SCIENCE PRINCIPLES OF THE GOA'ULD – THIS SKILL ALLOWS YOU TO USE ANY RELEVANT SKILLS FROM THE MATHS & COMPUTER SCIENCE TREE IN RELATION TO GOA'ULD TECHNOLOGY.

THIS GRANTS THE COMMUNICATIONS CARD : GOA'ULD COMMUNICATIONS DEVICE

GOA'ULD ENGINEERING PRINCIPLES

3 MONTHS TRAINING TIME

REQUIRES: ACCESS TO APPROPRIATE TECHNOLOGIES OR TRAINING MATERIAL

YOU HAVE AN UNDERSTANDING OF THE ENGINEERING PRINCIPLES OF THE GOA'ULD – THIS SKILL ALLOWS YOU TO USE ANY RELEVANT ENGINEERING SKILLS, OR PHYSICAL SCIENCE IN ADDITION TO LARCENY, IN RELATION TO GOA'ULD TECHNOLOGY.

THIS GRANTS THE MECHANICAL ENGINEERING CARD : NAQUADAH GENERATOR

GOA'ULD MEDICAL PRINCIPLES

3 MONTHS TRAINING TIME

REQUIRES: DOCTOR, AND ACCESS TO APPROPRIATE TECHNOLOGIES OR TRAINING MATERIAL

YOU ARE KNOWLEDGEABLE IN THE AREA OF GOA'ULD MEDICAL TECHNOLOGIES, INCLUDING GOA'ULD MEDICAL HAND DEVICES, AND GOA'ULD SARCOPHAGUSES.

GOA'ULD WEAPONS PRINCIPLES

3 MONTHS TRAINING TIME

REQUIRES: ACCESS TO APPROPRIATE TECHNOLOGIES OR TRAINING MATERIAL

YOU CAN NOW USE YOUR RELEVANT EARTH BASED SKILLS IN RELATION TO GOA'ULD WEAPONS

E.G. IF YOU HAVE ARMOURER YOU CAN MAKE AND REPAIR GOA'ULD WEAPONS

E.G. IF YOU HAVE SMALL ARMS YOU CAN USE STAFF WEAPONS

E.G. IF YOU HAVE ADVANCED PISTOLS YOU CAN USE ZAT'NI'KATELS.

E.G. IF YOU HAVE MELEE WEAPONS YOU CAN USE STAFF WEAPONS AS MELEE WEAPONS

E.G. IF YOU HAVE SUPPORT WEAPONS YOU CAN USE A STAFF CANNON

SILVALIS COMPUTER SCIENCE PRINCIPLES

6 MONTHS TRAINING TIME

REQUIRES: BOTANY AND ACCESS TO APPROPRIATE TECHNOLOGIES OR TRAINING MATERIAL

YOU HAVE AN UNDERSTANDING OF THE COMPUTER SCIENCE PRINCIPLES OF THE SILVALIS – THIS SKILL ALLOWS YOU TO USE ANY RELEVANT SKILLS FROM THE MATHS & COMPUTER SCIENCE TREE IN RELATION TO SILVALIS TECHNOLOGY. BUT UNLESS YOU ARE GENETICALLY HALF PLANT YOU MAY NOT BE ABLE TO USE THEIR TECHNOLOGY.

SILVALIS ENGINEERING PRINCIPLES

6 MONTHS TRAINING TIME

REQUIRES: BOTANY AND ACCESS TO APPROPRIATE TECHNOLOGIES OR TRAINING MATERIAL

YOU HAVE AN UNDERSTANDING OF THE ENGINEERING PRINCIPLES OF THE SILVALIS – THIS SKILL ALLOWS YOU TO USE ANY RELEVANT ENGINEERING SKILLS, OR PHYSICAL SCIENCE IN ADDITION TO LARCENY, IN RELATION TO SILVALIS TECHNOLOGY. BUT UNLESS YOU ARE GENETICALLY HALF PLANT YOU MAY NOT BE ABLE TO USE THEIR TECHNOLOGY.

SILVALIS MEDICAL PRINCIPLES

6 MONTHS TRAINING TIME

REQUIRES: BOTANY AND DOCTOR AND ACCESS TO APPROPRIATE TECHNOLOGIES OR TRAINING MATERIAL

YOU ARE KNOWLEDGEABLE IN THE AREA OF SILVALIS MEDICAL TECHNOLOGIES, BUT UNLESS YOU ARE GENETICALLY HALF PLANT YOU MAY NOT BE ABLE TO USE THEIR TECHNOLOGY.

SILVALIS WEAPONS PRINCIPLES

6 MONTHS TRAINING TIME

REQUIRES: BOTANY AND ACCESS TO APPROPRIATE TECHNOLOGIES OR TRAINING MATERIAL

YOU CAN NOW USE YOUR RELEVANT EARTH BASED SKILLS IN RELATION TO SILVALIS WEAPONS. BUT UNLESS YOU ARE GENETICALLY HALF PLANT YOU MAY NOT BE ABLE TO USE THEIR TECHNOLOGY.

FEATS

FEATS REPRESENT ADDITIONAL ABILITIES YOUR CHARACTER CAN DO

ALL FEATS MUST BE CALLED OUT BY PLAYERS AND NPCS AT THEIR TIME OF USE

- FOR STANDARD EVENTS NINE FEATS ARE GAINED OVER THE WEEKEND (3 AT TIME IN, AND THEN 3 ARE GAINED ON SATURDAY MORNING, AND 3 ON SUNDAY MORNING).
- FOR XMAS SOCIAL EVENTS, FIVE FEATS ARE GAINED – ALL OF WHICH ARE GAINED AT TIME-IN.

FEATS ARE SPLIT INTO THREE TYPES: SINGLE USE, PERMANENT AND UPGRADABLE

- **SINGLE USE FEATS** ARE USED ONCE. ONCE THESE ARE USED. THEY ARE GONE.
- **PERMANENT FEATS** ARE PERMANENT ONCE BOUGHT. THEY ARE NOT USED UP WHEN THEY ARE ACTIVATED.
- **UPGRADABLE FEATS** START OFF AS SINGLE USE FEATS BUT UPGRADE TO BEING ABLE TO BE USED MULTIPLE TIMES (WHICH IS SHOWN UNDER THE FEAT DESCRIPTION)

TO GO FROM FIRST LEVEL (SINGLE USE) TO SECOND LEVEL (ADVANCED)

- YOU HAVE TO HAVE USED 5 FIRST LEVEL (SINGLE USE) TEMPORARY FEATS PLUS THE CURRENT NUMBER OF THE SECOND LEVEL (ADVANCED) FEATS THAT YOU HAVE. THESE (AND ANY OTHER UPGRADES) OCCUR BETWEEN EVENTS DURING DOWNTIME.

EXAMPLE:

- TO OBTAIN YOUR 1ST UPGRADE FEAT OF ADVANCED CRACK SHOT YOU WILL HAVE TO HAVE USED 5 'CRACK SHOTS' (5 + CURRENT LEVEL [0] = 5).
- TO OBTAIN A 2ND ADVANCED CRACK SHOT YOU WILL HAVE TO HAVE USED A FURTHER 6 'CRACK SHOTS' (5 + CURRENT LEVEL [1] = 6).
- TO OBTAIN A 3RD ADVANCED CRACK SHOT YOU WILL HAVE TO HAVE USED A FURTHER 7 'CRACK SHOTS' (5 + CURRENT LEVEL [2] = 7), ETC.

TO GO FROM SECOND LEVEL (ADVANCED) TO THIRD LEVEL (EXPERT)

- TO OBTAIN THE EXPERT UPGRADE VERSIONS YOU HAVE TO HAVE THREE ADVANCED FEATS + THE CURRENT NUMBER OF THE THIRD LEVEL FEAT. THESE (AND ANY OTHER UPGRADES) OCCUR BETWEEN EVENTS DURING DOWNTIME.

EXAMPLE:

- TO OBTAIN YOUR EXPERT UPGRADE FEAT OF AMBIDEXTERITY YOU WILL HAVE TO HAVE GAINED 3 ADVANCED (I.E. HAVE USED A TOTAL OF 18 AMBIDEXTERITY FEATS) – YOU NOW TRADE IN THESE THREE ADVANCED AMBIDEXTERITY FOR ONE EXPERT AMBIDEXTERITY.
- TO OBTAIN YOUR SECOND EXPERT AMBIDEXTERITY, YOU WILL HAVE TO HAVE GAINED 4 ADVANCED AMBIDEXTERITY (I.E. HAVE USED A TOTAL OF ANOTHER 26 AMBIDEXTERITY FEATS) – YOU NOW TRADE IN THESE FOUR ADVANCED AMBIDEXTERITY FOR YOUR SECOND ADVANCED AMBIDEXTERITY.

SINGLE USE FEATS

ALL GUNS BLAZING

FOR THE DURATION OF THE SCENE, THE PLAYER IS NOT REQUIRED TO ROLEPLAY CHANGING THEIR MAGAZINE, OR CALLING RELOADING WHILE USING SPECIAL DAMAGE CALLS. AT THE END OF THE COMBAT/SCENE YOUR WEAPON IS DAMAGED DUE TO OVERHEATING AND NEEDS TO BE REPAIRED BY AN ARMOURER BEFORE IT CAN BE USED AGAIN.

ONLY WEAPONS WITH THE ALL GUNS BLAZING TRAIT CAN BE USED WITH THIS FEAT.

CAT LIKE REFLEXES

YOU CAN IGNORE CALLS OF KNOCKDOWN AND GLOBAL KNOCKDOWN FOR ONE COMBAT.

DIE HARD

PROVIDING THEY ARE ABOVE ZERO BODY, THE CHARACTER REGAINS BODY TO THEIR CURRENT MAXIMUM. THIS FEAT CAN ONLY BE USED ONCE EVERY 10 MINUTES.

DRUG RESISTANCE

THE CHARACTER CAN RESIST THE EFFECTS OF A DRUG THAT HAS ENTERED INTO HIS SYSTEM FOR UP TO FIVE MINUTES. THIS MUST BE ROLE-PLAYED, AS THE EFFECTS OF THE DRUG ARE SLOWLY CREEPING UP ON THE CHARACTER.

FLASH OF INSIGHT

THE PLAYER MAY REQUEST A HINT AS TO HOW TO APPROACH OR SOLVE A PARTICULAR PROBLEM. THIS MAY BE USED AS A FORM OF 'SPIDER SENSE' (REF'S DISCRETION). YOU MAY BE ASKED IF YOU WANT TO USE THIS FEAT BY A REF IN CERTAIN SITUATIONS. IF A GROUP OF PEOPLE (3 MINIMUM) GET TOGETHER AFTER AN HOUR OF DISCUSSION ABOUT THEIR RELATIVE AREAS OF EXPERTISE AND THE PROBLEM AT HAND, AND 1 OF THEM USING A FLASH OF INSIGHT THEN A DETAILED HINT AS TO HOW TO APPROACH OR SOLVE A PARTICULAR PROBLEM WILL BE GIVEN.

FLESH WOUNDS

PROVIDING THEY ARE ABOVE -2 BODY, THE CHARACTER RESTORES 6 POINTS VITALITY (UP TO THEIR CURRENT MAXIMUM). THIS FEAT CAN ONLY BE USED ONCE EVERY 10 MINUTES. IF USED DURING COMBAT, REMOVES THE REQUIREMENT TO OPEN ONE GREENWOUND CARD TAKEN IN THAT COMBAT.

GOING BURKO

IF ANOTHER CHARACTER WHO IS A CLOSE FRIEND OF THE CHARACTER GOES TO -1 OR BELOW, THE CHARACTER IMMEDIATELY GAINS THE ABILITY TO USE ALL WEAPONS OF THEIR HOME PLANET'S TECHNOLOGY LEVEL. THEY MUST ATTACK THE SOURCE OF THEIR ANGUISH, AND KEEP GOING UNTIL THEY OR THEIR TARGET IS BROUGHT DOWN.

KILLING BLOW / KILLING STRIKE

A CHOKED (USING THE CHOKE FEAT), UNCONSCIOUS, RESTRAINED OR UNRESISTING CREATURE MAY BE KILLED BY A CHARACTER WITH UNARMED COMBAT, OR BY A SINGLE SHOT TO THE BACK OF THE HEAD. THIS IS A CLOSE QUARTER SKILL, AND REQUIRES YOU TO BE ABLE TO PHYSICALLY PLACE THE WEAPON (OR USE UNARMED) ON THE PERSON IN ORDER FOR IT TO WORK. NOTE THE MONSTER MUST HAVE A VISIBLE WEAK SPOT FOR THIS TO WORK. THIS CANNOT BE USED ON PLAYER CHARACTERS.

LAST HEROIC ACT

THIS FEAT ALLOWS YOU TO CARRY OUT A LAST HEROIC ACTION AND LASTS FOR UP TO 5 MINUTES, OR UNTIL THE ACTION IS COMPLETED (IF SHORTER). THE FEAT CAN ONLY BE USED FOR "HEROIC" ACTIONS. THESE SHOULD BE SELFLESS IN NATURE SUCH AS PROTECTING OTHERS AT THE COST OF YOUR OWN LIFE. SELFISH ACTIONS SUCH AS CARRYING OUT REVENGE MAY NOT BENEFIT FROM THIS FEAT. WHILST UNDER THE EFFECTS OF THIS FEAT YOU MAY IGNORE ALL DAMAGE AND ALL RESTRAINING CALLS AND ALSO IGNORE THE EFFECTS ON ANY PREVIOUSLY OPENED WOUND CARDS. YOU ALSO IMMEDIATELY GAIN ALL COMBAT SKILLS. ONCE THE FEAT HAS RUN ITS DURATION YOU COLLAPSE AND MAY HAVE A MINUTE AFTER YOUR COMPANIONS GATHER AROUND TO DO THE CINEMATIC LAST SPEECH THEN DIES. NO MATTER WHAT MEDICAL METHODS ARE USED OR EVEN A SARCOPHAGUS MAY NOT BRING THE CHARACTER BACK, THEY ARE GONE.

NATURAL RESISTANCE

THE CHARACTER CAN RESIST THE EFFECTS OF ANY ONE NATURAL TOXIN OR DISEASE PERMANENTLY. NOTE - THAT ALTHOUGH YOU ARE RESISTANT TO THE TOXIN OR DISEASE - YOU STILL GET SOME SYMPTOMS AND SHOULD ROLE-PLAY THE EFFECT (EVEN IF YOU WON'T DIE OR TAKE DAMAGE FROM THE TOXIN).

OLD COLLEGE PROFESSOR

YOU MAY ACT AS THOUGH YOU HAVE AN EARTH ACADEMIC (CHARGEN) SKILL YOU DON'T HAVE FOR THE SOLUTION OF ONE PARTICULAR PROBLEM. THIS DOES NOT CONFER ANY CARDS OR SPECIAL ABILITIES. YOU NEED TO ROLEPLAY WHERE THE KNOWLEDGE OF THIS SKILL HAS COME FROM.

PERSONAL SENSE OF PURPOSE

PROVIDING THEY ARE ON FULL BODY, THE CHARACTER REGAINS VITALITY TO THEIR CURRENT MAXIMUM. THIS FEAT CAN ONLY BE USED ONCE EVERY 10 MINUTES.

WE HAVE A JOB TO DO

THROUGH CALLS OF ENCOURAGEMENT/A SPEECH, INSPIRES ALL FRIENDLY PERSONNEL WHO CAN HEAR, RESTORING 6 POINTS VITALITY (UP TO THEIR CURRENT MAXIMUM). THIS FEAT CAN ONLY BE USED ONCE EVERY 10 MINUTES. ONCE AFFECTED BY THIS FEAT (FROM ANYONE), YOU CANNOT BE AFFECTED BY ANOTHER 'WE HAVE A JOB TO DO' FEAT FOR 10 MINUTES.

PERMANENT FEATS

DEATH'S DOOR

EACH DEATH'S DOOR INCREASES THE AMOUNT OF BLEED TIME PER LEVEL BY 30 SECONDS. THIS FEAT CAN BE TAKEN UP TO THREE TIMES.

EXTRA BREAK HOLD

(REQUIRES EXPERT UNARMED)

YOU CAN GAIN AN EXTRA BREAK HOLD TO YOUR UNARMED. THIS FEAT CAN BE TAKEN A MAX OF 10 TIMES.

EXTRA CHOKE

(REQUIRES EXPERT UNARMED)

AFTER HAVING SUCCESSFULLY GRAPPLED A PERSON FOR THE FULL 10 SECONDS, YOU CAN CHOKE SOMEONE, AND RENDER THEM UNCONSCIOUS FOR 30 SECONDS ONCE PER HOUR. THIS FEAT CAN BE TAKEN A MAX OF 10 TIMES.

EXTRA DISARM

(REQUIRES EXPERT UNARMED)

A CHARACTER IN UNARMED COMBAT MAY TAKE THE OPPONENT'S WEAPON ONCE PER HOUR. THIS FEAT CAN BE TAKEN A MAX OF 10 TIMES.

EXTRA GRAPPLE

(REQUIRES EXPERT UNARMED)

YOU CAN GAIN AN EXTRA GRAPPLE TO YOUR UNARMED ABILITY. THIS FEAT CAN BE TAKEN A MAX OF 10 TIMES.

EXTRA THROW

(REQUIRES EXPERT UNARMED)

YOU CAN GAIN AN EXTRA THROW TO YOUR UNARMED ABILITY. THIS FEAT CAN BE TAKEN A MAX OF 10 TIMES

FIRM GRIP

(REQUIRES MELEE WEAPONS)

A CHARACTER IN MELEE COMBAT MAY NEGATE A DISARM (CALL "FIRM GRIP") USED AGAINST THEM IF THEY ARE USING A MELEE WEAPON. THIS FEAT CAN BE TAKEN A MAXIMUM OF 10 TIMES.

ON YOUR FEET SOLDIER

(REQUIRES DOCTOR OR PARAMEDIC)

USING YOUR SKILL AND APPROPRIATE PHYS REPS, YOU CAN CAUSE A PERSON ON -3 OR ABOVE TO BE ABLE TO RUN WITH YOUR ASSISTANCE. THE PLAYER IS PREPPED FOR MOVEMENT, BUT CANNOT USE ANY FEATS OR ANY WEAPONS OTHER THAN PISTOLS DURING THIS TIME. THIS FEAT ENDS WHEN YOU ARE NO LONGER IN PHYSICAL CONTACT WITH THE PLAYER, OR UP TO A MAXIMUM OF FIVE MINUTES. THIS FEAT BREAKS STUN AND PARALYSIS.

SELF STABILISE

THE CHARACTER MAY, IF AT, -1, -2 OR -3 USE AN APPROPRIATE IMPROVISED METHOD, STABILISE THEMSELVES TO PREVENT THE DESCENT TO -6. YOU MUST BE CONSCIOUS TO USE THIS FEAT, AND USE A PHYS REP TO STOP BLEEDING

UPGRADABLE FEATS

AMBIDEXTERITY

ADVANCED : 1/DAY - EXPERT : 1/HOUR

FOR FIVE MINUTES YOU CAN USE TWO HANDS JUST AS WELL AS ONE – SO WHEN PERFORMING A TASK (SUCH AS WORKING ON TWO COMPUTERS, USING TWO CONSOLES ETC.), A CHARACTER MAY PERFORM A TASK WITH BOTH HANDS.

UNARMED ABILITIES, EXCEPT GRAPPLE, CAN BE PERFORMED WITH BOTH HANDS AT THE SAME TIME (FOR ONE USE OF THEIR RELEVANT FEATS). SOME WEAPONS (SEE COMBAT SECTION) CAN BE USED AMBIDEXTROUSLY. WITH UNARMED AND MELEE YOU DO THE DAMAGE FROM EACH HAND / WEAPON SEPARATELY

IF USED WITH FIREARMS (SEE COMBAT SECTION FOR WHAT WEAPONS ALLOW AMBIDEXTERITY) THEN THE FOLLOWING CAN OCCUR:

- A FIREARM CAN BE USED INDEPENDENTLY IN EITHER HAND.
- BOTH FIREARMS CAN BE FIRED AT THE SAME TARGET IN SINGLE SHOT MODE AT THE SAME TIME. THIS CAUSES YOUR DAMAGE CALL OF THE MOST DAMAGING FIREARM TO GO UP BY ONE (SINGLE -> DOUBLE, DOUBLE -> TRIPLE) BUT YOU USE ONE BULLET FROM BOTH GUNS FOR THIS EFFECT
- IF BOTH FIREARMS USE A SPECIAL DAMAGE CALL (E.G. A THREE ROUND BURST OR SEMI-AUTO MODE CAPABILITY) AND ARE FIRED AT THE SAME TARGET THIS CAUSES YOUR DAMAGE CALL OF THE MOST DAMAGING FIREARM TO GO UP BY ONE (3 DAMAGE, TO 4 DAMAGE, FOUR TO 5 DAMAGE) BUT YOU USE LISTED AMOUNT OF AMMUNITION FROM BOTH GUNS.

BODYGUARD

ADVANCED : 1/DAY - EXPERT : 1/HOUR

YOU CAN NOMINATE AN ATTACK THAT WOULD NORMALLY HIT ANOTHER PERSON (WITHIN 10 FEET OF YOU) TO HIT YOU INSTEAD – YOU CANNOT AVOID THIS DAMAGE WITH VITALITY.

YOU CANNOT JAMMY BASTARD TO IGNORE THE DAMAGE.

BOTCH JOB

(REQUIRES RELEVANT SKILL OR PRINCIPLE)

ADVANCED : 1/DAY - EXPERT : 1/HOUR

BY IMPROVISING, WITHIN REASON (REF'S DISCRETION) YOU CAN REPAIR ANY DEVICE OF EARTH TECHNOLOGY, OR IN AN AREA WHERE YOU HAVE THE RELEVANT ALIEN PRINCIPLE SKILL. THE DEVICE WILL ONLY WORK FOR 1 SCENE BEFORE IT BREAKS DOWN AGAIN.

CRACK SHOT

ADVANCED : 1/DAY - EXPERT : 1/HOUR

AT THE TIME OF USING THIS FEAT – CHOOSE ONE :

- CALL "CRITICAL HIT" - YOU DO QUAD THROUGH - ONLY WEAPONS WITH THE ACCURATE TRAIT CAN CRITICAL. IF YOU ARE TARGETED BY A CRITICAL HIT, YOU MUST OPEN A GREEN WOUND. IF YOU JAMMY THIS CALL, YOU TAKE NO DAMAGE BUT STILL OPEN THE WOUND CARD.
- CALL "CALLED SHOT" - ONLY WEAPONS WITH THE ACCURATE TRAIT CAN PERFORM CALLED SHOT. MAY ONLY BE USED TO TARGET LIMBS OR ITEMS.
IF A LIMB IS TARGETED: IMMOBILISES THE TARGETTED LIMB FOR 30 SECONDS.
IF AN ITEM IS TARGETED: BREAKS THE SPECIFIC ITEM [WHICH IS REPAIRABLE WITH THE APPROPRIATE SKILLS AND TIME].
NOTE YOU CANNOT USE JAMMY BASTARD TO STOP THE DAMAGE TO AN ITEM.
- CALL "BLIND SHOT" - IF YOU CANNOT SEE THE PERSON YOU ARE ATTACKING (DUE TO DARKNESS, SMOKE ETC...) YOU CAN CALL BLIND SHOT AND THEN DO A NORMAL DAMAGE WEAPON CALL AT A TARGET. THIS CAN BE USED BY ANY WEAPON NOT JUST ACCURATE ONES. THIS CANNOT BE AUGMENTED BY FURTHER FEATS (IT MUST BE A NORMAL DAMAGE CALL NOT A CRITICAL HIT OR A SNIPER SHOT). NOTE THAT YOU NEED TO BE ABLE TO IDENTIFY SPECIFICALLY A TARGET (YOU CANNOT SIMPLY CALL BLINDSHOT ON 'THE PERSON WHO SHOT ME')

ESCAPE ARTIST

ADVANCED : 1/DAY - EXPERT : 1/HOUR

YOU ARE AN EXPERT AT TWISTING AND TURNING YOUR WAY OUT OF BONDS. YOU MAY USE THIS SKILL TO ESCAPE FROM BEING TIED UP. AT REFEREE'S DISCRETION THIS MAY ALLOW YOU TO HELP WITH MOVEMENT IN A CONFINED SPACE.

INSIGHT *

(REQUIRES RELEVANT CARD GAME SKILL)

ADVANCED : 1/EVENT - EXPERT : PERMANENT

THE * ON THE FEAT NAME IS SELECTED WHEN YOU PURCHASE THE FEAT AND CAN BE ONE OF THE FOLLOWING

- EXPLOSIVES INSIGHT : **REQUIRES EXPLOSIVES TRAINING**
- ELECTRICAL INSIGHT: **REQUIRES ELEC ENGINEERING**
- COMPUTING INSIGHT: **REQUIRES COMPUTING**
- COMMUNICATIONS INSIGHT: **REQUIRES COMMUNICATIONS**
- MECHANICAL INSIGHT: **REQUIRES MECH ENGINEERING**
- LARCENY INSIGHT: **REQUIRES LARCENY**

YOU CAN AUTOMATICALLY SOLVE ONE PROBLEM CARD FROM A SKILL GAME THAT YOU ARE ATTEMPTING OF THE APPROPRIATE TYPE (WITH A TIME OF 0) – YOU MUST STATE THAT YOU ARE USING THIS FEAT BEFORE THE PROBLEM SOLVING HAS BEGUN AND INDICATE WHICH CARD IT IS TO BE USED ON BEFORE ANY ARE REVEALED – AND ONLY ONE FEAT OF THIS TYPE CAN BE USED PER PROBLEM (NO MATTER HOW MANY PEOPLE ARE HELPING WITH THE PROBLEM)

YOU CAN CHOOSE WHETHER TO UPGRADE FROM ADVANCED TO EXPERT – IF YOU DO SO – ONCE YOU GAIN THE EXPERT SKILL– YOU CAN REMOVE ONE CARD FROM EVERY PROBLEM OF THAT TYPE THAT YOU DO. IF YOU DO THIS, YOU LOSE (AND CANNOT GAIN) ANY OTHER (TYPE) INSIGHT CARDS.

JAMMY BASTARD

ADVANCED : 1/DAY

THIS ENABLES THE CHARACTER TO DODGE OUT OF HARM'S WAY AND TAKE LESS DAMAGE FROM A BLOW. YOU NEGATE FOUR POINTS OF DAMAGE FROM ANY ONE DAMAGE CALL (ONLY ONE JAMMY CAN BE USED PER DAMAGE CALL)

YOU CANNOT USE A JAMMY BASTARD IF YOU ARE RESTRAINED OR UNCONSCIOUS

YOU CANNOT USE A JAMMY BASTARD AGAINST A GRAPPLE FEAT

LINGUISTIC KNOWLEDGE

(REQUIRES LINGUISTICS)

ADVANCED : 1/DAY - EXPERT : PERMANENT

YOU CAN STUDY A PIECE OF WRITING OUTSIDE OF YOUR OWN LANGUAGE AND AFTER A PERIOD OF TIME KNOW ONE PIECE OF INFORMATION ABOUT IT

MARKSMAN

(REQUIRES SNIPER TRAINING)

ADVANCED : 1/DAY - EXPERT : 1/HOUR

CALL "SNIPER SHOT" - YOU DO 12 DAMAGE. ONLY WEAPONS WITH THE SNIPER TRAIT CAN USE THE MARKSMAN FEAT.

BEFORE MAKING A CALL OF SNIPER SHOT, YOU MUST SPEND 10 SECONDS AIMING, AND DURING THAT PERIOD YOU CANNOT PERFORM ANY DAMAGE CALLS. MAKING A DAMAGE CALL DURING THIS PERIOD MEANS YOUR TIMER RESETS TO 10 SECONDS.

THIS FEAT CANNOT BE GIVEN TO MONSTERS WITHOUT APPROVAL PRIOR TO THE EVENT FROM THE SYSTEM REFEREE'S.

NEGOTIATOR

ADVANCED : 1/DAY - EXPERT : 1/HOUR

PROVIDING THERE HAS BEEN NO COMBAT IN THE LAST 10 SECONDS, A CHARACTER MAY FORCE A TARGET TO LISTEN TO THEM. THIS TARGET MUST LISTEN AND MAKE NO OFFENSIVE MOVES AGAINST THE CHARACTER OR THEIR ALLIES. THE TARGET DOES NOT NEED TO BE SWAYED BY THE CHARACTER, AND THE EFFECT WILL DROP AFTER 5 MINUTES, OR IF THE CHARACTERS NEGOTIATIONS DWINDLE... OR THE TARGET IS ATTACKED.

ADVANCED NEGOTIATOR – NOW AFFECTS 5 PEOPLE. IF THE NEGOTIATOR HAS THE HUMAN PSYCHOLOGY SKILL THEN THE TARGETS MAY BE SWAYED BY THE NEGOTIATOR (REF'S DISCRETION)

EXPERT NEGOTIATOR – AS ADVANCED NEGOTIATOR, BUT NOW AFFECTS 10 PEOPLE.

PROTECTOR

ADVANCED : 1/DAY - EXPERT : 1/HOUR

YOU CAN NOMINATE AN ATTACK THAT WOULD NORMALLY HIT AN ITEM (WITHIN 10 FEET OF YOU) TO HIT YOU INSTEAD – YOU CANNOT AVOID THIS DAMAGE WITH VITALITY.

YOU CANNOT JAMMY BASTARD TO IGNORE THE DAMAGE.

TOMB RAIDER

(REQUIRES ARCHAEO-ANTHROPOLOGY)

ADVANCED : 1/DAY - EXPERT : PERMANENT

YOU CAN STUDY AN ANCIENT ARTEFACT OUTSIDE OF YOUR SPECIALITY AREA AND AFTER A PERIOD OF TIME (REF'S DISCRETION) YOU CAN IDENTIFY ONE THING ABOUT IT.

TOOLKIT *

(REQUIRES RELEVANT CARD GAME SKILL)

ADVANCED : 1/EVENT - EXPERT : PERMANENT

THE * ON THE FEAT NAME IS SELECTED WHEN YOU PURCHASE THE FEAT AND CAN BE ONE OF THE FOLLOWING :

- EXPLOSIVES TOOLKIT : **REQUIRES EXPLOSIVES TRAINING**
- ELECTRICAL TOOLKIT : **REQUIRES ELEC ENGINEERING**
- COMPUTING TOOLKIT : **REQUIRES COMPUTING**
- COMMUNICATIONS TOOLKIT : **REQUIRES COMMUNICATIONS**
- MECHANICAL TOOLKIT : **REQUIRES MECH ENGINEERING**
- LARCENY TOOLKIT : **REQUIRES LARCENY**

YOU CAN USE ONE EXTRA CARD (AT RANDOM) FROM THE ONES YOU HAVE NOT SELECTED TO WORK WITH ON THE PROBLEM OF THE APPROPRIATE TYPE (YOU'VE FOUND AN EXTRA PIECE OF EQUIPMENT AT THE BOTTOM OF YOUR TOOL BAG ETC...). YOU CAN DECLARE THIS AT ANY TIME, AND DOES NOT HAVE TO BE DECLARED BEFORE THE PROBLEM BEGINS.

YOU CAN ONLY USE THIS FEAT ONLY ONCE PER PROBLEM BEING ATTEMPTED.

YOU CAN CHOOSE WHETHER TO UPGRADE FROM ADVANCED TO EXPERT – IF YOU DO SO – ONCE YOU GAIN EXPERT – YOU CAN GAIN ONE EXTRA RANDOM CARD FOR EVERY PROBLEM OF THAT TYPE THAT YOU DO. IF YOU DO THIS, YOU LOSE (AND CANNOT GAIN) ANY OTHER TOOLKIT CARDS.

TORTURE RESISTANCE

ADVANCED : 1/DAY - EXPERT : 1/HOUR

THIS FEAT ALLOWS YOU TO EITHER:

- IGNORE THE EFFECTS OF TORTURE OR THE EFFECT FROM THE FEAT 'NEGOTIATOR' (OR ITS UPGRADES) FOR ONE SCENE (FURTHER CALLS REQUIRE MORE 'TORTURE RESISTANCE'S' TO BE USED)
- IF YOU HAVE BEEN AFFECTED BY ALIEN MIND CONTROL, YOU MAY RESIST AND BREAK OUT OF THE MIND CONTROL FOR 5 MINUTES.
- USING A TORTURE RESISTANCE REDUCES STUN TIME FROM 30 SECONDS TO 15 SECONDS

NOTE THIS DOES NOT WORK ON PSYCHOLOGY CHALLENGES

TOTAL FOCUS

ADVANCED : 1/EVENT

THIS CAN BE USED FOR A CHARACTER TO CONTINUE A NON-COMBAT TASK AFTER TIME-OUT, AND THEY CAN RECEIVE THEIR RESULTS AT TIME-IN, THE FOLLOWING MORNING. IN THE CASE OF A 24 HOUR EVENT THIS MAY BE USED FOR A PLAYER TO GO OUT OF CHARACTER TO SLEEP. WHILE THEIR CHARACTER CONTINUES THEIR NON-COMBAT TASK.

TRACKER

ADVANCED: 1/DAY - EXPERT : PERMANENT

YOU CAN TRACK, BY ASKING THE REFEREE FOR DETAILS ABOUT LOCAL TRACKS AND WHICH DIRECTION THEY LEAD. FOLLOWING TRACKS MUST BE DONE SLOWLY. YOU CAN FIND OUT THE NUMBER OF INDIVIDUALS THAT HAVE GONE PAST, THE TYPE (BIPEDAL, QUADRUPED) AND APPROXIMATE SIZE, AND THE GENERAL MOVEMENT SPEED.

ADVANCEMENT POINTS

ADVANCEMENT POINTS ALLOW YOU TO CUSTOMISE YOUR CHARACTER TO MAKE YOU GOOD IN SPECIFIC AREAS:

- FOR YOUR FIRST FOUR EVENTS, YOUR CHARACTER GAINS +1 MAXIMUM VITALITY. AFTER THAT POINT YOU GAIN 1 ADVANCEMENT POINT PER DOWNTIME THAT YOU ARE ELIGIBLE FOR. YOU CAN ONLY GAIN 1 AP PER DOWNTIME, IF YOU PLAY MORE THAN ONE CHARACTER – ONLY THE CHARACTER THAT GETS THE DOWNTIME CAN GET THE AP ASSOCIATED WITH IT.
- DURING DOWNTIME YOU CAN THEN TRADE IN YOUR ACCUMULATED ADVANCEMENT POINTS FOR AN EXTRA PERK FOR YOUR CHARACTER. THESE PERKS ARE "ALWAYS ON" UNLESS STATED OTHERWISE.
- EACH PERK CAN BE TAKEN ONLY ONCE (UNLESS OTHERWISE STATED)
- YOU MUST CHOOSE THESE IN YOUR DOWNTIME, YOU CANNOT PICK THESE SKILLS UP "AS NEEDED" IF YOU HAVE SPARE POINTS DURING AN EVENT
- IF YOUR PERK AFFECTS DOWNTIME ACTIONS, YOU CAN USE IT ON THE DOWNTIME YOU HAVE SELECTED IT.

ONE POINT

ANALYSE THIS

(REQUIRES HUMAN PSYCHOLOGY)

CAN DETECT PSYCHOLOGICAL FLAWS TWICE PER HOUR

ANIMAL EMPATHY

YOU CAN USE YOUR NEGOTIATOR FEATS ON NON-SENTIENT ANIMALS, BY THE USE OF SOOTHING NOISES AND NON-HOSTILE ACTIONS. AS PER THE FEAT, THE ANIMAL WILL NOT TAKE HOSTILE ACTION IF NOT THREATENED.

ARMOURER EFFICIENCY

(REQUIRES ARMOURER)

YOU NOW REPAIR 2 POINTS OF ARMOUR EVERY FIVE MINUTES.

BAR ROOM BRAWLER

THE CHARACTER MAY NOW USE IMPROVISED LRP SAFE OBJECTS FOR BASE DAMAGE ATTACK EQUAL TO NORMAL UNARMED DAMAGE

BODYGUARD MASTERY 1

(REQUIRES AT LEAST 1 ADVANCED BODYGUARD FEAT)

WHEN USING THE BODYGUARD FEAT, ALL NORMAL (NON THROUGH) DAMAGE IS NOW SPLIT 50/50 VITALITY/BODY RATHER THAN GOING COMPLETELY TO BODY (HALVES ROUND TO VITALITY). THROUGH DAMAGE CONTINUES TO GO DIRECT TO BODY.

BODYGUARD MASTERY 2

(REQUIRES BODYGUARD MASTERY 1)

WHEN USING THE BODYGUARD FEAT YOU NOW TAKE ALL NORMAL (NON THROUGH) DAMAGE TO VITALITY RATHER THAN BODY. THROUGH DAMAGE CONTINUES TO GO THROUGH TO BODY.

BODYGUARD MASTERY 3

(REQUIRES BODYGUARD MASTERY 2)

YOU MAY NOW USE FEATS TO MITIGATE BODYGUARDED DAMAGE, INCLUDING CRACK SHOT AND MARKSMAN EFFECTS.

BOOTSTRAPPING

YOU ARE CAPABLE OF MAKING TECHNICAL TOOLS OUT OF THE MOST BASIC OF MATERIALS (FLINT, BONE, WOOD ETC) WITH AN UNCANNY DEGREE OF PRECISION. YOU MAY, GIVEN TIME, PUT TOGETHER A SET OF TECHNICAL TOOLS FOR USE WITH THE MECHANICAL ENGINEERING, ELECTRICAL ENGINEERING, OR LARCENY CARD GAMES, FROM MATERIALS AVAILABLE IN YOUR NATURAL ENVIRONMENT. THESE MAY ONLY BE USED TO ALLOW ACCESS TO TOOL CARDS, NOT COMPONENTS. E.G. - PRECISION TOOLS WOULD BE ALLOWED, A GENERATOR WOULD NOT. CAN ALSO BE USED TO CREATE SETS OF TOOLS FOR ANY NON CARD GAME SKILLS FOR ROLEPLAY PURPOSES.

CARD MASTERY 1 (SKILL)

(REQUIRES 9 CARDS IN SKILL AREA)

THIS INCREASES YOUR CURRENT AND MAXIMUM CARDS IN A PARTICULAR SKILL AREA TO 10.

CRIMINAL INTENT

(REQUIRES HUMAN PSYCHOLOGY & FORENSICS)

ONCE PER DAY, YOU CAN USE A FLASH OF INSIGHT TO GAIN AN INSIGHT INTO THE MOTIVATIONS AND PSYCHOLOGY OF A CRIME SCENE

DO YOU FEEL LUCKY, PUNK

(REQUIRES ADVANCED PISTOLS)

THE CLIP SIZE OF HEAVY PISTOLS IS CONSIDERED TO BE 1 HIGHER FOR YOU. (IF THE CLIP OR WEAPON IS GIVEN TO SOMEONE ELSE, THE REMAINING AMMO IS REDUCED BY 1 BACK TO ITS CORRECT LEVEL).

DOUBLE TAP

(REQUIRES AT LEAST 1 ADVANCED CRACK SHOT FEAT & RELEVANT WEAPON MASTERY)

YOU CAN SELECT ONE SEMI-AUTOMATIC (NON BOLT ACTION, NON SINGLE SHOT, NON FULL AUTO ONLY) WEAPON TYPE TO BE ABLE TO INCREASE YOUR DAMAGE BY 1 AT THE COST OF AN EXTRA BULLET PER SHOT. THIS DOES NOT STACK WITH SIGNATURE WEAPON OR AMBIDEXTERITY/DUEL WIELDING, BUT DOES WITH WEAPON MASTERY.

THIS AP CAN BE TAKEN MULTIPLE TIMES, BUT EACH TIME MUST BE FOR A DIFFERENT WEAPON TYPE.

DUAL WIELDING

(REQUIRES AT LEAST 1 ADVANCED AMBIDEXTERITY FEAT & RELEVANT WEAPON MASTERY)

YOU CAN PICK ONE OF THE FOLLOWING TO BE PERMANENTLY AMBIDEXTROUS WITH :

HEAVY PISTOLS MELEE PISTOLS SUB MACHINE GUN

THIS AP CAN BE TAKEN MULTIPLE TIMES, BUT EACH TIME MUST BE FOR A DIFFERENT WEAPON TYPE.

EXPERT PILOT

(REQUIRES PILOT)

YOU GAIN AN EXTRA CLASS, OR TECHNOLOGY GROUP (REQUIRES PLOT CO APPROVAL)

EXTRA FEATS

YOU GAIN 5 FEATS OF YOUR CHOICE. THIS AP CAN BE BOUGHT ANY NUMBER OF TIMES.

FLY IT LIKE YOU STOLE IT

(REQUIRES PILOT)

YOU MAY SPEND A FLASH OF INSIGHT TO GAIN AN ADDITIONAL CLASS OR TECHNOLOGY GROUP IN ORDER TO PILOT A CRAFT IN WHICH YOU WOULD NOT NORMALLY BE SKILLED FOR ONE SCENE. PRE-REQUISITES FOR THESE ARE IGNORED, HOWEVER CHARACTERS WITHOUT THE PRE-REQUISITES WILL BE AT A SEVERE DISADVANTAGE TO THOSE THAT HAVE THEM.

HEROIC VITALITY

(REQUIRES 4 DOWNTIMES ON CHARACTER)

+1 MAXIMUM VITALITY (THIS AP CAN BE BOUGHT A MAXIMUM OF FIVE TIMES)

IMPROVED STAY WITH ME

(REQUIRES STAY WITH ME)

YOU GAIN AN EXTRA PERSON FOR YOUR "STAY WITH ME" ABILITY. YOU CAN TAKE THIS ANY NUMBER OF TIMES.

MICRO EXPRESSIONS

(REQUIRES HUMAN PSYCHOLOGY)

YOUR 5 MINUTE ROLEPLAYING PSYCHOLOGICAL SKILLS CAN NOW BE DONE THROW OBSERVATION RATHER THAN INTERACTION. YOU MUST BE CLOSE ENOUGH TO OBSERVE THE TARGET'S MICRO EXPRESSIONS. THIS CAN BE DONE THROUGH VIDEO OR OTHER MEANS.

PAINKILLER

WHEN TAKING PAINKILLERS, YOU CAN TAKE TWICE THE AMOUNT BEFORE YOU OVERDOSE

POKER FACE

(REQUIRES HUMAN PSYCHOLOGY)

YOU CAN NOW FALSIFY RESPONSES TO PSYCHOLOGICAL CHALLENGES 5 TIMES PER HOUR.

PROTECTION MASTERY 1

(REQUIRES AT LEAST 1 ADVANCED PROTECTOR FEAT)

WHEN USING THE PROTECTOR FEAT, ALL NORMAL (NON THROUGH) DAMAGE IS NOW SPLIT 50/50 VITALITY/BODY RATHER THAN GOING COMPLETELY TO BODY (HALVES ROUND TO VITALITY). THROUGH DAMAGE CONTINUES TO GO DIRECT TO BODY.

PROTECTION MASTERY 2

(REQUIRES PROTECTION MASTERY 1)

WHEN USING THE PROTECTOR FEAT YOU NOW TAKE ALL NORMAL (NON THROUGH) DAMAGE TO VITALITY RATHER THAN BODY. THROUGH DAMAGE CONTINUES TO GO THROUGH TO BODY.

PROTECTION MASTERY 3

(REQUIRES PROTECTION MASTERY 2)

YOU MAY NOW USE FEATS TO MITIGATE PROTECTOR DAMAGE, INCLUDING CRACK SHOT AND MARKSMAN EFFECTS.

R&R (SKILL)

YOU ARE EXCELLENT AT, AND GAIN ANY ONE SKILL THAT IS NOT IN THE RULEBOOK AND HAS NO EFFECT ON GAME BALANCE (SYSTEM REFEREE'S WILL ARBITRATE THIS ON A CASE BY CASE BASIS, AND YOU SHOULD PUT THIS REQUEST INTO THE SYSTEM REFEREE'S BEFORE YOU BUY IT). SOME EXAMPLES OF THIS SKILL ARE: "GOLF", "RUGBY", AND "KNOWLEDGE OF BAD TV" ETC...

STAY DOWN

(REQUIRES SMALL ARMS)

YOU CAN CHOOSE TO CALL 0 DAMAGE KNOCKDOWN WHEN USING A SHOTGUN, IN ADDITION TO NORMAL SHOTGUN CALLS. THIS IS ONLY USABLE WITHIN 30 FEET.

THERAPIST

(REQUIRES HUMAN PSYCHOLOGY)

YOU TEND TO KNOW MORE ABOUT MENTAL CONDITIONS THAN NORMAL – WHEN IN A COUNSELLING SESSION YOUR SESSIONS COUNT AS DOUBLE FOR PSYCHOLOGICAL TREATMENT

TOUGHNESS 1

YOU GAIN +1 BODY, WHICH STACKS WITH ENDURANCE TRAINING OR EXPERT ENDURANCE TRAINING

WEAPON MASTERY (NAME)

(REQUIRES SKILLS FOR USE OF CHOSEN WEAPON)

PICK ONE FROM THE LIST BELOW.

YOU DO +1 DAMAGE AND +1 SPECIAL DAMAGE (WHERE APPLICABLE) WITH THE CHOSEN WEAPON.

- PISTOLS
- SMALL MELEE
- UNARMED

TWO POINTS

ARMOUR SPECIALIST

(REQUIRES ARMOURER)

THE ARMOUR THAT YOU'RE WEARING COUNTS AS IF IT WAS +1 PROTECTION HIGHER. THIS APPLIES TO YOUR WHOLE SUIT, NOT EACH PIECE INDIVIDUALLY.

BREAK HOLD MASTERY

(REQUIRES EXPERT UNARMED)

YOU ARE GRANTED +2 EXTRA BREAK HOLD FEATS AND CAN NOW BE TAKEN UP TO A MAX OF 15.

CARD MASTERY 2 (SKILL)

(REQUIRES CARD MASTERY 1 IN SKILL AREA)

THIS INCREASES YOUR CURRENT AND MAXIMUM CARDS IN A PARTICULAR SKILL AREA TO 11.

CHOKE MASTERY

(REQUIRES EXPERT UNARMED)

YOU ARE GRANTED +2 EXTRA CHOKE FEATS AND CAN NOW BE TAKEN UP TO A MAX OF 15.

COMMANDO

(REQUIRES SMALL ARMS)

YOU MAY NOW USE SPRAY FIRE AS A SPECIAL ABILITY WHEN USING AN ASSAULT RIFLE.

DEMOLITIONIST

(REQUIRES EXPLOSIVES TRAINING)

YOU CAN INCREASE THE DAMAGE, OR RANGE OF YOUR EXPLOSIVE CHARGES BY 100% - DOES NOT AFFECT CLAYMORES OR BOOBY TRAPS.

DISARM MASTERY

(REQUIRES EXPERT UNARMED)

YOU ARE GRANTED +2 EXTRA DISARM FEATS AND CAN NOW BE TAKEN UP TO A MAX OF 15.

DON'T LIE TO ME

(REQUIRES HUMAN PSYCHOLOGY)

ALL FIVE MINUTE PSYCHOLOGY ABILITIES CAN NOW BE USED 5 TIMES PER HOUR.

EXPANDED KNOWLEDGE

YOU CAN GAIN UP TO 6 MONTHS TRAINING TO A SINGLE ACADEMIC SKILL (ANYTHING WHICH IS LEARNABLE THROUGH DREAMING SPIRES). THIS CAN ONLY BE USED ONCE FOR ANY SKILL. ADDITIONALLY THIS CAN BE USED FOR MEDICAL, ARCHAEO-ANTHROPOLOGY AND LINGUISTICS SPECIALISMS. EACH SPECIALISM COUNTS AS A SEPARATE SKILL. THIS CAN BE TAKEN MORE THAN ONCE, BUT MUST BE IN A DIFFERENT SKILL EACH TIME.

EXPERT DIAGNOSTICIAN

(REQUIRES DOCTOR)

THE TIME TAKEN TO DIAGNOSE ILLNESSES IS REDUCED TO 25% OF ANY TIME GIVEN BY A REFEREE.

FIRM GRIP MASTERY

(REQUIRES MELEE WEAPONS)

YOU ARE GRANTED +2 EXTRA FIRM GRIP FEATS AND CAN NOW BE TAKEN UP TO A MAX OF 15.

GRAPPLE MASTERY

(REQUIRES EXPERT UNARMED)

YOU ARE GRANTED +2 EXTRA GRAPPLE FEATS AND CAN NOW BE TAKEN UP TO A MAX OF 15.

GRENADIER

(REQUIRES SMALL ARMS)

FOR THE COST OF 1 VITALITY POINT, YOU CAN IGNORE THE EFFECTS OF YOUR OWN GRENADES AS LONG AS YOU ARE FURTHER AWAY THAN 3 FEET FROM THE POINT OF IMPACT

HARD TO READ

YOU CAN NOW FALSIFY RESPONSES TO PSYCHOLOGICAL CHALLENGES TWICE PER HOUR. THIS DOES NOT STACK WITH POKER FACE

INSTANT READING

(REQUIRES HUMAN PSYCHOLOGY)

ONCE PER DAY, YOU CAN GAIN AN INSIGHT INTO A SOCIAL SITUATION. AS IF YOU HAD USED A FLASH OF INSIGHT.

PSYCHOANALYST

(REQUIRES HUMAN PSYCHOLOGY)

YOUR TIME FOR DETECTING PSYCHOLOGICAL FLAWS IS REDUCED FROM 20 MINUTES TO 5 MINUTES OF ROLEPLAYING

PILOT'S LICENCE

YOU GAIN THE PILOT VETERAN SKILL.

SIGNATURE ITEM

(REQUIRES EXPERIMENTAL KIT)

PURCHASING THIS AP IN YOUR DOWNTIME AND IDENTIFYING A PIECE OF EXPERIMENTAL KIT YOU WERE ALLOCATED PREVIOUSLY WILL TRIGGER A REQUEST TO THE SYSTEM REFEREES. IF APPROVED THE COST OF THIS AP WILL BE APPLIED. YOU WILL LOSE THE EXPERIMENTAL KIT SKILL AND GAIN THE SIGNATURE ITEM AP. THE ASSIGNED PIECE OF KIT WILL THEN BE PERMANENTLY ASSIGNED TO YOUR CHARACTER. IF DENIED, THIS AP IS NOT PURCHASED. THIS IS AN IC ITEM, WHICH IF LOST, STOLEN OR DESTROYED MUST BE RE-PURCHASED WITH ADDITIONAL AP. YOU CAN ONLY HAVE ONE SIGNATURE ITEM AT A TIME.

SIGNATURE WEAPON

(REQUIRES WEAPON MASTERY FOR WEAPON SELECTED)

YOU GAIN A PERSONALISED, NAMED, SIGNATURE WEAPON. DEPENDING ON THE WEAPON TYPE IT WILL HAVE A DIFFERENT SPECIAL EFFECT (SEE BELOW). THIS CANNOT BE TRANSFERRED TO ANOTHER PHYS REP ONCE IT IS USED IN GAME. THIS IS AN IC ITEM, WHICH IF LOST, STOLEN OR DESTROYED MUST BE RE-PURCHASED WITH ADDITIONAL AP. YOU CAN ONLY HAVE ONE SIGNATURE WEAPON AT A TIME.

ONLY THE WEAPON TYPES BELOW CAN BE ASSIGNED AS A SIGNATURE WEAPON, AND DOES NOT STACK WITH WEAPON MASTERY'S DAMAGE INCREASE, SPECIAL AMMO, AMBIDEXTERITY, DOUBLE TAP UNLESS IT DELIBERATELY STATES IN THE LIST BELOW. YOU CAN CHOOSE WHICH EFFECT OCCURS PER SHOT.

- **AR** – YOU CAN NOW DO DOUBLE THROUGH WITH SINGLE SHOTS WITH THIS WEAPON.
- **HEAVY PISTOL** – YOU CAN NOW DO DOUBLE THROUGH WITH THIS WEAPON
- **HEAVY PISTOL (INTAR SPECIFIC)** – YOU CAN NOW CALL TRIPLE STUN WITH THIS WEAPON, YOU CAN ONLY USE INTAR AMMO IN THIS WEAPON, AND CANNOT CALL CRITICAL WITH IT – DOES NOT WORK WITH REVOLVERS (I.E. IS ALLOWING YOU TO USE WEAPON MASTERY WITH THIS GUN ONLY)
- **HMG** – YOU NOW ONLY USE TEN BULLETS (INSTEAD OF FIFTEEN) WHEN PERFORMING A HEAVY FIRE CALL WITH THIS WEAPON.
- **LARGE MELEE** – YOU CAN NOW DO TRIPLE THROUGH KNOCKDOWN WITH THIS WEAPON.
- **LMG** – YOU NOW ONLY USE FIVE BULLETS (INSTEAD OF TEN) WHEN PERFORMING A SPRAY FIRE CALL WITH THIS WEAPON.
- **MACHINE PISTOL** – YOU CAN NOW DO DOUBLE THROUGH (USES 3 BULLETS) WITH THIS WEAPON.
- **MEDIUM MELEE** – YOU CAN NOW DO DOUBLE THROUGH, CAN BE USED AMBIDEXTROUSLY WITH THIS WEAPON.
- **PISTOL** – YOU CAN NOW DO SINGLE THROUGH WITH YOUR PISTOL.
- **PISTOL (INTAR SPECIFIC)** – YOU CAN NOW CALL DOUBLE STUN WITH THIS WEAPON, YOU CAN ONLY USE INTAR AMMO IN THIS WEAPON, AND CANNOT CALL CRITICAL WITH IT (I.E. IS ALLOWING YOU TO USE WEAPON MASTERY WITH THIS GUN ONLY)
- **SHOTGUN** – THE RANGE RESTRICTION FOR 3KD HAS BEEN REMOVED WITH THIS WEAPON.
- **SMALL MELEE** – YOU CAN NOW DO SINGLE THROUGH, CAN BE USED AMBIDEXTROUSLY WITH THIS WEAPON.
- **SNIPER** – YOUR AIM TIME WHEN USING THE MARKSMAN FEAT IS REDUCED TO ZERO WITH THIS WEAPON.
- **SUB MACHINE GUN (INTAR SPECIFIC)** – YOU CAN NOW CALL DOUBLE STUN OR QUAD STUN WITH THIS WEAPON, YOU CAN ONLY USE INTAR AMMO IN THIS WEAPON, CANNOT USE SPECIAL CALLS SUCH AS COVERING FIRE OR OTHER SPECIAL CALL, AND CANNOT CALL CRITICAL WITH IT (I.E. IS ALLOWING YOU TO USE WEAPON MASTERY WITH THIS GUN ONLY)
- **SUB MACHINE GUN** – YOU CAN NOW DO DOUBLE THROUGH (USES 3 BULLETS) WITH THIS WEAPON.

TECHNICAL MENTOR

(REQUIRES CARD MASTERY 1)

YOU CAN NOW PLAY A CARD ON A PROBLEM WHICH IS ALREADY BEING WORKED ON BY TWO PEOPLE – YOU CAN ONLY PLAY ONE CARD ON A PROBLEM, AND ONCE A MENTOR CARD HAS BEEN PLAYED ON A PROBLEM, NO-ONE ELSE CAN USE MENTOR ON THAT PROBLEM. NOTE – THIS AP ONLY NEEDS TO BE BOUGHT ONCE, BUT CAN ONLY BE USED ON PROBLEMS WHERE YOU HAVE CARD MASTERY 1 IN THAT AREA.

THROW MASTERY

(REQUIRES EXPERT UNARMED)

YOU ARE GRANTED +2 EXTRA THROW FEATS AND CAN NOW BE TAKEN UP TO A MAX OF 15.

TOUGHNESS 2

(REQUIRES TOUGHNESS 1)

YOU GAIN +1 BODY, WHICH STACKS WITH ANY ENDURANCE TRAINING SKILLS / TOUGHNESS 1

WEAPON MASTERY:(NAME)

(REQUIRES SKILLS FOR USE OF CHOSEN WEAPON)

PICK ONE FROM THE LIST BELOW.

YOU DO +1 DAMAGE AND +1 SPECIAL DAMAGE (WHERE APPLICABLE) WITH THE CHOSEN WEAPON.

- **ASSAULT RIFLES**
- **HEAVY PISTOLS**
- **LARGE MELEE**
- **MACHINE PISTOLS**
- **MEDIUM MELEE**
- **SHOTGUN**
- **SUB MACHINE GUN**
- **STAFF WEAPON (MELEE)**
- **PRIMITIVE**

THREE POINTS

AMMO CONSERVATION

(REQUIRES SUPPORT WEAPONS)

YOU ARE MORE EFFICIENT AT USING AMMO – YOU CAN MAKE TWO CALLS OF COVERING, SPRAY OR HEAVY FIRE FOR THE COST IN AMMUNITION OF A SINGLE CALL – IF USING A LIGHT MACHINE GUN OR HEAVY MACHINE GUN.

CARD MASTERY 3 (SKILL)

(REQUIRES CARD MASTERY 2 IN SKILL AREA)

THIS INCREASES YOUR CURRENT AND MAXIMUM CARDS IN A PARTICULAR SKILL AREA TO 12.

EXPERT INTERROGATOR

(REQUIRES INTERROGATION)

YOU CAN IGNORE ONE TORTURE RESISTANCE CALL PER INTERROGATION SESSION.

HALLS OF THE LEARNED

YOU GAIN THE DREAMING SPIRES BACKGROUND SKILL, IRRESPECTIVE OF YOUR BACKGROUND.

IMPROVED STAY WITH ME

(REQUIRES STAY WITH ME)

YOUR STAY WITH ME ABILITY NOW GIVES +6 VITALITY RATHER THAN +4 VITALITY (UP TO YOUR MAXIMUM VITALITY).

OR INSTEAD OF GIVING VITALITY TO A PERSON, YOU CAN INSTEAD GIVE THEM A TORTURE RESISTANCE WHICH MUST BE USED WITHIN THE NEXT HOUR (DOES NOT COUNT TOWARDS FEAT UPGRADES). IF YOU USE THIS OPTION THIS PERSON IS CONSIDERED TO BE "UNDER YOUR WING" FOR THE NEXT HOUR AND YOU CANNOT SWAP OR USE THIS STAY WITH ME AGAIN UNTIL THE HOUR IS UP.

LIFESAVER

(REQUIRES PARAMEDIC OR DOCTOR)

YOU ARE AN EXPERT AT PERFORMING SURGERY IN THE FIELD, IF YOU DO PERFORM SURGERY IN THE FIELD, THE FIRST SURGERY YOU PERFORM EVERY DAY DOES NOT GIVE THE PERSON A MAXIMUM VITALITY PENALTY.

MARTIAL ARTS MASTERY

(REQUIRES WEAPON MASTERY: UNARMED AND A MELEE WEAPON MASTERY)

USING A MELEE WEAPON THAT YOU HAVE WEAPON MASTERY IN, YOU CAN NOW USE YOUR EXPERT UNARMED TRIP AND DISARM ABILITIES BY APPROPRIATE CONTACT WITH A MELEE WEAPON.

MEDICAL EXPERTISE

(REQUIRES PARAMEDIC OR DOCTOR)

YOU NOW GAIN THE OTHER TREATMENT TYPE SPECIALTY.

MONTAGE

DURING ANY APPLICABLE DOWNTIME, THE CHARACTER MAY TEACH ONE TRAINING COURSE WITHOUT USING A DOWNTIME SLOT - BUT DOES NOT GAIN A FEAT FOR TEACHING.

PACK RAT

YOU'RE GOOD AT FINDING, STORING AND KEEPING AMMO – YOU ARE CONSIDERED TO HAVE TWICE THE AMOUNT OF AMMO THAT YOU'RE CARRYING.

PEOPLE PERSON

YOU GAIN THE INSIDER INFORMATION BACKGROUND SKILL, IRRESPECTIVE OF YOUR BACKGROUND.

RAMBO

(REQUIRES SUPPORT WEAPONS)

YOU MAY NOW USE HEAVY FIRE AS A SPECIAL ABILITY WHEN USING A LIGHT MACHINE GUN.

SCAR TISSUE

(REQUIRES TOUGHNESS 1)

ONCE YOU HAVE OPENED A WOUND CARD, YOU CAN CHOOSE TO OPEN A SECOND WOUND CARD OF THE SAME COLOUR AS THE FIRST. YOU MUST TAKE THAT SECOND EFFECT. YOU CANNOT CHOOSE WHICH TO TAKE.

SIGN ME UP

YOU GAIN THE EXPERIMENTAL KIT BACKGROUND SKILL, IRRESPECTIVE OF YOUR BACKGROUND. THIS MAY BE PURCHASED MORE THAN ONCE, BUT YOU CAN ONLY HAVE ONE EXPERIMENTAL KIT SKILL AT A TIME.

TOUGH AS NAILS

(REQUIRES TOUGHNESS 3)

CRITICAL HITS AND COMBAT DAMAGE NO LONGER CAUSE YOU TO OPEN A WOUND CARD, YOU STILL OPEN WOUND CARDS FROM GOING TO 0 AND BELOW AS PER THE DAMAGE CHART.

TOUGHNESS 3

(REQUIRES TOUGHNESS 2)

YOU GAIN +1 BODY, WHICH STACKS WITH ANY ENDURANCE TRAINING SKILLS / TOUGHNESS 1&2

WEAPON MASTERY: AUTOMATIC SHOTGUN

(REQUIRES SUPPORT WEAPONS)

+1 NORMAL DAMAGE AND +1 SPECIAL DAMAGE WITH AN AUTO SHOTGUN

WEAPON MASTERY: HMG

(REQUIRES SUPPORT WEAPONS)

WHEN USING THE 5 BULLET SPECIAL DAMAGE CALL, YOU NOW CALL 5 KNOCKDOWN.

WEAPON MASTERY: LMG

(REQUIRES SUPPORT WEAPONS)

YOU CAN NOW USE CRACK SHOT FEATS WITH A LIGHT MACHINE GUN (ALTHOUGH IT USES 5 BULLETS)

WEAPON MASTERY: SHOTGUN (CLOSE)

(REQUIRES WEAPON MASTERY SHOTGUN)

SHOTGUNS CAN NOW USE CRACK SHOT FEATS, AT POINT BLANK RANGE (<10 Ft)

WEAPON MASTERY: SNIPER RIFLE

(REQUIRES SNIPER TRAINING)

YOUR AIM TIME WHEN USING A MARKSMAN FEAT IS REDUCED BY 5 SECONDS.

WEAPON MASTERY: STAFF WEAPON (RANGED)

(REQUIRES SMALL ARMS & GOA'ULD WEAPON PRINCIPLES)

+1 DAMAGE AND ADDS KNOCKDOWN WITH A STAFF WEAPON (RANGED).

WILL TO LIVE

(REQUIRES SELF-STABILISE FEAT)

SELF-STABILISE IS NOW AUTOMATIC (YOU DO NOT HAVE TO BE CONSCIOUS) AND DOESN'T REQUIRE A PHYS REP TO STABILISE YOURSELF.

FOUR POINTS

FEAT MASTERY – ALL GUNS BLAZING

YOU MAY NOW USE AN "ALL GUNS BLAZING" FEAT ONCE PER HOUR.

FEAT MASTERY – CAT LIKE REFLEXES

YOU MAY NOW USE A "CAT LIKE REFLEXES" FEAT ONCE PER HOUR.

FEAT MASTERY – FLASH OF INSIGHT

YOU MAY NOW USE AN "FLASH OF INSIGHT" FEAT ONCE PER HOUR.

FEAT MASTERY – GOING BURKO

YOU MAY NOW USE A "GOING BURKO" FEAT ONCE PER HOUR.

FEAT MASTERY – OLD COLLEGE PROFESSOR

YOU MAY NOW USE AN "OLD COLLEGE PROFESSOR" FEAT ONCE PER HOUR.

HERO

ONCE PER DAY, YOU CAN REUSE A FEAT THAT YOU HAVE ALREADY USED THAT DAY. THIS DOES NOT GO TOWARDS GAINING UPGRADE FEATS, AND SHOULD BE LISTED IN THE NOTES SECTION OF YOUR CHARACTER SHEETS AS 'HERO FEAT: {NAME}'.

ROCKETEER

FOR THE COST OF 1 VITALITY POINT, YOU CAN IGNORE THE EFFECTS OF YOUR OWN ROCKET DAMAGE AS LONG AS YOU ARE FURTHER AWAY THAN 5 FEET FROM THE POINT OF IMPACT

TUTOR

YOU CAN INSTRUCT SOMEONE IN A SKILL THAT YOU HAVE – IF THAT SKILL HAS PRE-REQUISITES THEN THE PERSON YOU ARE TEACHING MUST HAVE THOSE PRE-REQUISITES. THEY RETAIN THIS SKILL FOR ONE MISSION ONLY (OR AN HOUR IF REMAINING ON BASE).

THIS TAKES 30 MINUTES OF ROLEPLAYING TO COMPLETE.

IF IT IS A CARD SKILL THEN THEY GET TO PICK 3 CARDS (BUT MUST HAVE PHYS REPS).

YOU CAN ONLY HAVE ONE PERSON TAUGHT AT A TIME, AND THEY CANNOT USE IT TO ASSIST YOU WITH A TASK YOU ARE WORKING ON.

FIVE POINTS

FEAT MASTERY – DIE HARD

YOU MAY NOW USE A "DIE HARD" FEAT ONCE PER HOUR.

FEAT MASTERY – FLESH WOUNDS

YOU MAY NOW USE A "FLESH WOUNDS" FEAT ONCE PER HOUR.

FEAT MASTERY – KILLING BLOW / STRIKE

YOU MAY NOW USE A "KILLING BLOW / KILLING STRIKE" FEAT ONCE PER HOUR.

FEAT MASTERY – PERSONAL SENSE OF PURPOSE

YOU MAY NOW USE A "PERSONAL SENSE OF PURPOSE" FEAT ONCE PER HOUR.

FEAT MASTERY – WE HAVE A JOB TO DO

YOU MAY NOW USE A "WE HAVE A JOB TO DO" FEAT ONCE PER HOUR.

RECUPERATION

YOUR VITALITY REGENERATES TWICE AS QUICKLY AS LISTED IN THE HEALTH SECTION.

HEALTH

PLAYER CHARACTERS NORMALLY HAVE 6 BODY (ALTHOUGH THIS CAN BE INCREASED BY CERTAIN SKILLS, AND DECREASED BY TRAUMA AND OTHER ISSUES); THIS REPRESENTS YOUR HEALTH AND ABILITY TO TAKE DAMAGE. BODY IS NOT LOCATIONAL, BUT YOU SHOULD ROLE-PLAY ANY CALLED SHOTS OR DAMAGE TO WHICHEVER PART OF THE BODY YOU THINK IS APPROPRIATE. BODY CAN DROP TO ZERO, AND BECOME NEGATIVE (DOWN TO -6 WHICH IS DEATH) AS SHOWN IN THE TABLE ON THE NEXT PAGE.

PLAYER CHARACTERS ALSO START WITH 6 MAXIMUM VITALITY, THIS CAN BE INCREASED AT CHARACTER GENERATION AND LATER THROUGH DOWNTIMES. THIS REPRESENTS YOUR "HEROIC ABILITY" TO NOT BE HIT, YOUR ENERGY LEVELS AND GENERAL WELL-BEING. POISONS AND TOXINS MAY ALSO AFFECT VITALITY AND MAXIMUM VITALITY, PROGRESSIVELY WEAKENING THE CHARACTER. VITALITY CANNOT DROP BELOW 0.

ALL DAMAGE MUST BE ROLEPLAYED

DAMAGE SUMMARY

- VITALITY REFRESHES AT THE RATE OF 1 POINT PER HOUR UNDER RELAXED (NON-MISSION / NON-COMBAT) SITUATIONS - 2 POINTS PER HOUR IF ASLEEP. VITALITY DOES NOT REFRESH IF YOU ARE IN A MISSION/COMBAT SITUATION.
- HITS REFRESH AT A RATE SHOWN IN THE TABLE BELOW.
- IF YOU ARE NOT ON FULL BODY, YOU ARE BATTERED AND BRUISED AND CUT, WITH THE LOWER DOWN THE SCALE THE MORE SERIOUS THE INJURY AND THE MORE SERIOUS THE ROLEPLAYING YOU SHOULD DO.
- DAMAGE COMES OFF VITALITY FIRST (EACH POINT OF DAMAGE TAKES OFF ONE POINT OF VITALITY), THEN OFF ARMOUR (IF WORN), THEN OFF BODY.
- DAMAGE CALLS OF "THROUGH" GO THROUGH VITALITY AND GO STRAIGHT TO ARMOUR, THEN TO BODY.

WOUND CARDS

- THERE ARE THREE LEVELS OF WOUND CARDS – GREEN, YELLOW AND RED

GREEN WOUND CARDS

- YOU OPEN ONE OF THESE WOUND CARDS IF YOU ARE TARGETED BY A CRITICAL HIT CALL (IRRESPECTIVE OF WHETHER YOU JAMMY IT OR NOT)
- YOU OPEN ONE OF THESE WOUND CARDS AFTER EVERY COMBAT WHERE YOU HAVE TAKEN ANY BODY DAMAGE (EVEN IF YOU USE DIE HARD TO GET BACK TO FULL BODY).
- THESE WOUND CARDS TEND TO BE LIGHT FIRST AID EFFECTS, OR INDEED NOTHING AT ALL.

YELLOW WOUND CARDS

- YOU OPEN ONE OF THESE WOUND CARDS IF YOU HIT 0, -1, -2 OR -3.
- THESE TEND TO BE MOSTLY MINOR PROCEDURES WITH A SMALL AMOUNT OF EITHER LESSER FIRST AID TREATMENTS, OR RARELY MAJOR PROCEDURES.

RED WOUND CARDS

- YOU OPEN ONE OF THESE WOUND CARDS IF YOU HIT -4 OR -5.
- THESE TEND TO BE MAJOR PROCEDURES AND RARELY MINOR PROCEDURES.

BLEEDING

- ONCE YOU ARE ON -1 OR BELOW, YOU ARE CONSIDERED "BLEEDING" AND NEED TO BE STABILISED WITHIN 60 SECONDS. IF YOU ARE NOT STABILISED THEN YOU LOSE ONE POINT OF BODY.
- LOSING A POINT OF BODY THROUGH BLEEDING DOES NOT CAUSE YOU TO OPEN A NEW WOUND CARD.

HEALTH

HEALING TIMES

	NO MEDICAL BAY AND NO ATTENDING PARAMEDIC / DOCTOR	MEDICAL BAY, OR ATTENDING PARAMEDIC / DOCTOR	MEDICAL BAY, AND ATTENDING PARAMEDIC / DOCTOR
POSITIVE BODY	+1 HIT EVERY HOUR	+1 HIT EVERY 30 MINUTES	+1 HIT EVERY 15 MINUTES
0	+1 HIT EVERY 2 HOURS	+1 HIT EVERY HOUR	+1 HIT EVERY 30 MINUTES
-1	+1 HIT EVERY 8 HOURS	+1 HIT EVERY 4 HOURS	+1 HIT EVERY 2 HOURS
-2	+1 HIT EVERY 16 HOURS	+1 HIT EVERY 8 HOURS	+1 HIT EVERY 4 HOURS
-3	+1 HIT EVERY 32 HOURS	+1 HIT EVERY 16 HOURS	+1 HIT EVERY 8 HOURS
-4	+1 HIT EVERY 4 DAYS	+1 HIT EVERY 48 HOURS	+1 HIT EVERY 24 HOURS
-5	+1 HIT EVERY 28 DAYS	+1 HIT EVERY 14 DAYS	+1 HIT EVERY 7 DAYS

TIME TAKEN TO ARRIVE AT "POSITIVE" BODY IN TOTAL

	NO MEDICAL BAY AND NO ATTENDING PARAMEDIC / DOCTOR	MEDICAL BAY, OR ATTENDING PARAMEDIC / DOCTOR	MEDICAL BAY, AND ATTENDING PARAMEDIC / DOCTOR
FROM 0	2 HOURS	1 HOUR	30 MINUTES
FROM -1	10 HOURS	5 HOURS	2 HOURS 30 MINUTES
FROM -2	26 HOURS	13 HOURS	6 HOURS 30 MINUTES
FROM -3	2 DAYS, 10 HOURS	29 HOURS	14 HOURS 30 MINUTES
FROM -4	6 DAYS, 10 HOURS	3 DAYS, 5 HOURS	36 HOURS 30 MINUTES
FROM -5	34 DAYS, 10 HOURS	17 DAYS, 5 HOURS	8 DAYS, 14.5 HOURS

REGENERATION SKILLS SUPERCEED THE "ATTENDING PARAMEDIC/DOCTOR", UNLESS THE MEDICAL PROFESSIONAL HAS THE APPROPRIATE PHYSIOLOGY SKILL.

ALIEN HEALING

	GOA'ULD AND SIMILAR RACE LEVEL TECHNOLOGY	ANCIENT & SIMILAR LEVEL TECHNOLOGY (REQUIRES SYSTEM REFEREE APPROVAL TO BE PUT INTO EVENTS)	ASCENDED & SIMILAR LEVEL TECHNOLOGY (REQUIRES SYSTEM REFEREE APPROVAL TO BE PUT INTO EVENTS)
POSITIVE BODY	+1 HIT EVERY 15 MINUTES	+1 HIT EVERY 10 MINUTES	+1 HIT EVERY 5 MINUTES
0	+1 HIT EVERY 30 MINUTES	+1 HIT EVERY 20 MINUTES	+1 HIT EVERY 10 MINUTES
-1	+1 HIT EVERY 2 HOURS	+1 HIT EVERY 1 HOUR	+1 HIT EVERY 30 MINUTES
-2	+1 HIT EVERY 4 HOURS	+1 HIT EVERY 2 HOURS	+1 HIT EVERY 1 HOUR
-3	+1 HIT EVERY 8 HOURS	+1 HIT EVERY 4 HOURS	+1 HIT EVERY 2 HOURS
-4	+1 HIT EVERY 24 HOURS	+1 HIT EVERY 12 HOURS	+1 HIT EVERY 6 HOURS
-5	+1 HIT EVERY 7 DAYS	+1 HIT EVERY 3.5 DAYS	+1 HIT EVERY 48 HOURS
-6	CANNOT RESURRECT CHARACTERS WHICH ARE PAST 5 MINUTES DEAD.	CANNOT RESURRECT CHARACTERS WHICH ARE PAST 30 MINUTES DEAD.	CAN POSSIBLY RESURRECT CHARACTERS.

IF YOU ARE A DOCTOR WITH THE RELEVANT ALIEN MEDICAL PRINCIPLES SKILL THEN YOU CAN USE THE ABOVE TECHNOLOGY, AND REDUCE THE HEALING TIME TAKEN, PROVIDING YOU HAVE ACCESS TO THE RELEVANT EQUIPMENT.

MEDICAL SKILLS

UNTRAINED

- **STABILISE CASUALTY:** USING WHATEVER IS AROUND, BANDAGES, A COAT, A BELT OR YOUR OWN HANDS, YOU CAN STOP A CASUALTY FROM DESCENDING TO THE NEXT LEVEL OF DAMAGE. HOWEVER IF YOU LEAVE THE CASUALTY THE DESCENT TO THE NEXT LEVEL WILL BEGIN AGAIN.

MEDIC

- **STABILISE CASUALTY:** USING WHATEVER IS AROUND, BANDAGES, A COAT, A BELT OR YOUR OWN HANDS, YOU CAN STOP A CASUALTY FROM DESCENDING TO THE NEXT LEVEL OF DAMAGE. HOWEVER IF YOU LEAVE THE CASUALTY THE DESCENT TO THE NEXT LEVEL WILL BEGIN AGAIN.
- **PREP FOR MOVEMENT:** USING YOUR MEDICAL SKILLS, YOU CAN PREPARE A CASUALTY FOR MOVEMENT AFTER YOU HAVE STABILISED THEM, THIS MEANS YOU CAN LEAVE THE PATIENT AND THE DESCENT TO THE NEXT LEVEL WILL NOT BEGIN AGAIN AND THEY CAN BE MOVED WITHOUT FURTHER INJURY. THIS TAKES 1 MINUTE TO COMPLETE.
- CAN READ AND UNDERSTAND ALL WOUND CARDS
- CAN TREAT ALL WOUND CARDS WITH A KEYWORD OF "FIRST AID"

PARAMEDIC

- **STABILISE CASUALTY:** USING WHATEVER IS AROUND, BANDAGES, A COAT, A BELT OR YOUR OWN HANDS, YOU CAN STOP A CASUALTY FROM DESCENDING TO THE NEXT LEVEL OF DAMAGE. HOWEVER IF YOU LEAVE THE CASUALTY THE DESCENT TO THE NEXT LEVEL WILL BEGIN AGAIN.
- **PREP FOR MOVEMENT:** USING YOUR MEDICAL SKILLS, YOU CAN PREPARE A CASUALTY FOR MOVEMENT AFTER YOU HAVE STABILISED THEM, THIS MEANS YOU CAN LEAVE THE PATIENT AND THE DESCENT TO THE NEXT LEVEL WILL NOT BEGIN AGAIN AND THEY CAN BE MOVED WITHOUT FURTHER INJURY. THIS TAKES 1 MINUTE TO COMPLETE (UNLESS YOU HAVE THE "ON YOUR FEET SOLDIER" FEAT)
- CAN READ AND UNDERSTAND ALL WOUND CARDS
- CAN TREAT ALL WOUND CARDS WITH A KEYWORD OF "FIRST AID" OR "MINOR PROCEDURE"
- CAN ASSIST ON WOUND CARDS WITH A KEYWORD OF "MAJOR PROCEDURE"
- YOU CAN CHOOSE EITHER "BATTLEFIELD PARAMEDIC" OR "NURSE" AS A TREATMENT SPECIALITY

DOCTOR

- **STABILISE CASUALTY:** USING WHATEVER IS AROUND, BANDAGES, A COAT, A BELT OR YOUR OWN HANDS, YOU CAN STOP A CASUALTY FROM DESCENDING TO THE NEXT LEVEL OF DAMAGE. HOWEVER IF YOU LEAVE THE CASUALTY THE DESCENT TO THE NEXT LEVEL WILL BEGIN AGAIN.
- **PREP FOR MOVEMENT:** USING YOUR MEDICAL SKILLS, YOU CAN PREPARE A CASUALTY FOR MOVEMENT AFTER YOU HAVE STABILISED THEM, THIS MEANS YOU CAN LEAVE THE PATIENT AND THE DESCENT TO THE NEXT LEVEL WILL NOT BEGIN AGAIN AND THEY CAN BE MOVED WITHOUT FURTHER INJURY. THIS TAKES 1 MINUTE TO COMPLETE (UNLESS YOU HAVE THE "ON YOUR FEET SOLDIER" FEAT)
- CAN READ AND UNDERSTAND ALL WOUND CARDS
- CAN TREAT ALL WOUND CARDS WITH A KEYWORD OF "FIRST AID" OR "MINOR PROCEDURE" OR "MAJOR PROCEDURE"
- YOU CAN CHOOSE EITHER "BATTLEFIELD SURGEON" OR "SURGEON" AS A TREATMENT SPECIALITY - THIS REPLACES NURSE/BATTLEFIELD PARAMEDIC IF YOU HAVE THEM

MEDICAL SUB CATEGORIES

BATTLEFIELD PARAMEDIC / BATTLEFIELD SURGEON

- YOUR EXPERTISE IS IN TREATMENT OF PATIENTS IN THE FIELD. WHEN YOU ARE TREATING PATIENTS IN THE FIELD YOU ARE SIGNIFICANTLY QUICKER THAN WHEN IN A MEDICAL BAY.

NURSE / SURGEON

- YOUR EXPERTISE IS IN TREATMENT OF PATIENTS IN A MEDICAL BAY. WHEN YOU ARE TREATING PATIENTS IN A MEDICAL BAY YOU ARE SIGNIFICANTLY QUICKER THAN WHEN IN THE FIELD.

TREATMENT TIMES

THE FOLLOWING SHOWS HOW LONG EACH TREATMENT TAKES – TREATMENT CAN BE PERFORMED ANYWHERE BUT IF THE WOUND CARD CONTAINS THE WORD “SURGERY” THEN IT’S A SIGNIFICANT PROCEDURE, AND UNLESS PERFORMED IN A MEDICAL BAY THEN YOU LOSE -1 PERMANENT MAXIMUM VITALITY (WHICH CAN BE BOUGHT BACK BY AP’S).

BASE TREATMENT TIMES

FIRST AID	BASE TIME IS 15 MINUTES – CAN BE REDUCED TO A MINIMUM OF 5 MINUTES
MINOR PROCEDURE	BASE TIME IS 30 MINUTES – CAN BE REDUCED TO A MINIMUM OF 10 MINUTES
MAJOR PROCEDURE	BASE TIME IS 60 MINUTES – CAN BE REDUCED TO A MINIMUM OF 15 MINUTES

LEADING A TREATMENT

MEDIC’S MAY ONLY LEAD A TREATMENT FOR WOUND CARDS WHICH HAVE A “FIRST AID” KEYWORD (IRRESPECTIVE OF THE COLOUR OF THE WOUND CARD IT CAME IN). PARAMEDICS MAY LEAD TREATMENTS FOR WOUND CARDS WHICH HAVE A “FIRST AID” OR “MINOR PROCEDURE” KEYWORD AND DOCTOR’S MAY LEAD ANY TREATMENT.

ASSISTING ON A TREATMENT

UP TO TWO PEOPLE CAN ASSIST ON A TREATMENT. ONE DOCTOR MAY ASSIST, OR ONE DOCTOR AND ONE PARAMEDIC OR TWO PARAMEDICS.

THE MOST EXPERIENCED PERSON MUST LEAD (A PARAMEDIC CANNOT LEAD A TREATMENT WHERE A DOCTOR IS ASSISTING)

PARAMEDICS CAN ASSIST EVEN ON MAJOR PROCEDURES.

PARAMEDIC	IF YOU ARE ASSISTING IN A TREATMENT, YOU REDUCE THE TIME BY 5 MINUTES
DOCTOR	IF YOU ARE ASSISTING IN A TREATMENT, YOU REDUCE THE TIME BY 10 MINUTES

DOCTOR LOCATION REDUCER

IF THERE IS A DOCTOR LEADING OR ASSISTING ON THE TREATMENT WORKING IN THEIR SPECIALIST ENVIRONMENT (EITHER IN MEDICAL BAY OR IN THE FIELD) THEN ONE OF THE FOLLOWING REDUCERS CAN BE APPLIED (CAN ONLY BE APPLIED ONCE PER TREATMENT)

BATTLEFIELD SURGEON	REDUCE TREATMENT TIME BY 10 MINUTES IF YOU ARE WORKING IN THE FIELD
SURGEON	REDUCE TREATMENT TIME BY 10 MINUTES IF YOU ARE WORKING IN THE MED BAY.

PARAMEDIC LOCATION REDUCER

IF THERE IS A PARAMEDIC LEADING OR ASSISTING ON THE TREATMENT WORKING IN THEIR SPECIALIST ENVIRONMENT (EITHER IN MEDICAL BAY OR IN THE FIELD) THEN ONE OF THE FOLLOWING REDUCERS CAN BE APPLIED (CAN ONLY BE APPLIED ONCE PER TREATMENT)

BATTLEFIELD PARAMEDIC	REDUCE TREATMENT TIME BY 5 MINUTES IF YOU ARE WORKING IN THE FIELD
NURSE	REDUCE TREATMENT TIME BY 5 MINUTES IF YOU ARE WORKING IN THE MED BAY

SPECIALIST KEYWORD

IF THE WOUND CARD CONTAINS A SPECIALIST KEYWORD OF ANYONE LEADING, OR ASSISTING (I.E. BRAIN SURGERY, ORTHOPAEDICS ETC...) THEN ONE OF THE FOLLOWING REDUCERS CAN BE APPLIED (CAN ONLY BE APPLIED ONCE PER TREATMENT.)

DOCTOR	REDUCE TREATMENT TIME BY 10 MINUTES
PARAMEDIC	REDUCE TREATMENT TIME BY 5 MINUTES

PHYSIOLOGY

YOU DO NOT NEED TO HAVE THE PHYSIOLOGY SKILL IF YOU ARE TREATING MEMBERS OF YOUR OWN RACE (PARAMEDICS CAN DO SURGERY WITHOUT IT FOR EXAMPLE)

IF YOU ARE TREATING AN ALIEN RACE, UNLESS YOU HAVE THE RELEVANT ALIEN PHYSIOLOGY YOU CANNOT USE ANY OF THE ABOVE TIME REDUCERS AND THE FULL BASE TIME MUST BE USED. NOTE – JAFFA ALTHOUGH CONTAINING A GOA’ULD ARE ACTUALLY HUMAN AND WOULDN’T NEED A PHYSIOLOGY SKILL. THE SYMBIOTE WOULD REQUIRE IT.

MEDICAL SUPPLIES

- EVERYTHING REQUIRES A **MINIMUM** OF TEN SECONDS APPROPRIATE ROLEPLAY TO ADMINISTER. IF YOU DO NOT HAVE THE APPROPRIATE SKILL YOU CANNOT USE THESE ITEMS – EVEN ON YOURSELF.
- DRUGS LISTED AS ADDICTIVE, OR HIGHLY ADDICTIVE IF TAKEN MULTIPLE TIMES, EVEN OVER MULTIPLE EVENTS WILL EVENTUALLY CAUSE ADDICTION. YOU WILL BE INFORMED BY A SYSTEM REFEREE IF YOU HAVE BECOME ADDICTED.
- EVERY DRUG YOU TAKE ON AN EVENT MUST BE LISTED ON YOUR CHARACTER SHEET, AS WELL AS ANY INCIDENCES OF OVERDOSING.

ANTIBIOTICS

PARAMEDIC / DOCTOR

DURATION : 4 HOURS

EFFECT: THIS WILL STOP ANY WOUND CARD WITH "INFECTION" FROM HAVING A FURTHER NEGATIVE EFFECT FOR 4 HOURS.

OVERDOSE DURATION: 4 HOURS

OVERDOSE EFFECT: LOSE 2 VITALITY DUE TO DIARRHOEA.

ANTI-OVERDOSE

PARAMEDIC / DOCTOR

DURATION : 1 HOUR

EFFECT: AS LONG AS THIS IS TAKEN WITHIN 10 MINUTES OF THE OVERDOSE OCCURRING THE OVERDOSE (AND THE ORIGINAL EFFECT OF THE DRUG) DO NOT TAKE EFFECT (OR ARE REMOVED). NOTE THIS DOES NOT WORK ON ADRENALINE OVERDOSE.

OVERDOSE DURATION: 4 HOURS

OVERDOSE EFFECT: EVERY ADDITIONAL DOSE MEANS YOU LOSE 1 MAXIMUM VITALITY WHICH CANNOT BE REGAINED FOR 48 HOURS.

EXAMPLE: NALOXONE

ANXIETY RELIEVERS

PARAMEDIC / DOCTOR

DURATION : 1 HOUR

EFFECT: FOR THE NEXT HOUR YOU HAVE LESSENED ANXIETY AND FEAR RESPONSES. YOU ARE CALMER AND MORE RELAXED.

OVERDOSE DURATION: 4 HOURS

OVERDOSE EFFECT: YOU START SHAKING AND YOU DO -1 DAMAGE FOR THE NEXT 4 HOURS.

EXAMPLE: VALIUM.

ADDICTIVE

GENERAL ANAESTHETIC

PARAMEDIC / DOCTOR

DURATION : 20 MINUTES MINUS CURRENT VITALITY

EFFECT: A SINGLE DOSE WILL RENDER A PERSON UNCONSCIOUS FOR THE DURATION. MOST MAJOR PROCEDURES NORMALLY REQUIRE GENERAL ANAESTHETIC

OVERDOSE DURATION: 20 MINUTES

OVERDOSE EFFECT: FOR EVERY ADDITIONAL DOSE WITHIN THE OVERDOSE DURATION, LOSE 1 BODY WHICH CANNOT BE REGAINED FOR 48 HOURS.

EXAMPLE: PROPOFOL, KETAMINE, GAS+AIR

ADDICTIVE

INTRAVENOUS PAINKILLERS

PARAMEDIC / DOCTOR

DURATION : 30 MINUTES

EFFECT: THESE PAINKILLERS ARE DESIGNED TO ALLOW SOMEONE TO TOLERATE SURGERY AND EXTREME PAIN. WHEN ADMINISTERED YOU CAN IGNORE THE EFFECTS OF ALL WOUND CARDS THAT YOU HAVE ALREADY OPENED (UNLESS THE WOUND CARD STATES OTHERWISE) AND ANY WOUND CARDS YOU OPEN DURING THE DURATION. IF YOU OPEN WOUND CARDS DURING THE DURATION YOU OPEN **DOUBLE** THE NORMAL AMOUNT OF WOUND CARDS. SOME MINOR AND MAJOR PROCEDURES MAY REQUIRE USE OF AN ANALGESIC PAINKILLER.

OVERDOSE DURATION: 8 HOURS

OVERDOSE EFFECT: FOR EVERY ADDITIONAL DOSE WITHIN THE OVERDOSE DURATION, LOSE 1 BODY WHICH CANNOT BE REGAINED FOR 48 HOURS.

EXAMPLE: MORPHINE

HIGHLY ADDICTIVE

RESUSCITATION (ADRENALINE)

PARAMEDIC / DOCTOR

DURATION : INSTANT

EFFECT: THIS CAN BE USED TO RESTART THE HEART IF THE CHARACTER HITS -6 (NOTE THAT ITEMS SUCH AS DISINTEGRATION EFFECTS OR OTHER MASSIVE DAMAGE ITEMS WILL NEGATE THIS ABILITY). A PARAMEDIC OR DOCTOR MUST REACH THE CHARACTER WITHIN 30 SECONDS, AND COMMENCE APPROPRIATE ROLEPLAY. INJECTION REQUIRES 10 SECONDS OF APPROPRIATE ROLEPLAY AND ONCE THIS IS COMPLETE, THEN THE CHARACTER CAN BE STABILISED ON -5. THE CHARACTER LOSES 1 PERMANENT VITALITY WHICH CAN BE PURCHASED BACK FOR 1 AP (AND DOES NOT COUNT TOWARDS HEROIC VITALITY LIMIT).

OVERDOSE DURATION: 24 HOURS

OVERDOSE EFFECT: THE CHARACTER LOSES 1 PERMANENT VITALITY EXTRA PER OVERDOSE.

EXAMPLE: ADRENALINE

RESUSCITATION (DEFIBRILLATION)

PARAMEDIC / DOCTOR

DURATION : INSTANT

EFFECT: THIS CAN BE USED TO RESTART THE HEART IF THE CHARACTER HITS -6 (NOTE THAT ITEMS SUCH AS DISINTEGRATION EFFECTS OR OTHER MASSIVE DAMAGE ITEMS WILL NEGATE THIS ABILITY). A PARAMEDIC OR DOCTOR MUST REACH THE CHARACTER WITHIN 30 SECONDS, AND COMMENCE APPROPRIATE ROLEPLAY. THIS REQUIRES 10 SECONDS OF APPROPRIATE ROLEPLAY AND ONCE THIS IS COMPLETE, THEN THE CHARACTER CAN BE STABILISED ON -5. THE CHARACTER LOSES 1 PERMANENT VITALITY WHICH CAN BE PURCHASED BACK FOR 1 AP (AND DOES NOT COUNT TOWARDS HEROIC VITALITY LIMIT). MIN PHYS REP SIZE IS 10CM X 10CM X 5CM

SEDATIVES

PARAMEDIC / DOCTOR

DURATION : 1 HOUR

EFFECT: SEDATIVES AID IN ASSISTING IN SLEEP AND SLOWLY PUTTING PEOPLE UNDER. THE DRUG TAKES FIVE MINUTES TO TAKE EFFECT AND THEN SENDS SOMEONE TO SLEEP FOR 1 HOUR. ANY DAMAGE DONE TO THE PERSON DURING THIS PERIOD WILL WAKE THEM BUT THEY REMAIN DROWSY FOR THE DURATION AND EVERY FEAT THAT IS USED DURING THE DURATION REQUIRES YOU TO EXPEND 1 VITALITY.

OVERDOSE DURATION: 24 HOURS

OVERDOSE EFFECT: FOR EVERY ADDITIONAL DOSE DURING THE DURATION, THE DURATION IS DOUBLED (UP TO A MAXIMUM OF 24 HOURS) AND YOUR REST BECOMES MORE FITFUL AND YOUR VITALITY REGENERATION RATE IS HALVED, NOT DOUBLED.

EXAMPLE: BARBITURATES

ADDICTIVE

STIMULANTS

PARAMEDIC / DOCTOR

DURATION : 30 MINUTES

EFFECT: YOU HAVE A SHORT TERM BOOST TO YOUR ENERGY LEVELS, GAINING 6 VITALITY. AT THE END OF THE DURATION YOU LOSE 6 VITALITY (WHICH CANNOT TAKE YOU BELOW 0) AND YOU LOSE 1 BODY (WHICH DOES NOT CAUSE YOU TO OPEN A WOUND CARD, AND DOES NOT CAUSE BLEEDING).

OVERDOSE DURATION: 12 HOURS

OVERDOSE EFFECT: YOU GAIN THE SHAKES FOR THE NEXT 24 HOURS, YOU MAY NOT USE THE MARKSMAN OR CRACK SHOT FEATS FOR THIS TIME. ADDITIONALLY DUE TO PARANOIA AND DELUSIONS YOU MAY NOT GAIN THE INCREASE VITALITY REGENERATION FROM RESTING DURING THIS PERIOD OF TIME

EXAMPLE: AMPHETAMINES

HIGHLY ADDICTIVE

STRONG PAINKILLERS

MEDIC / PARAMEDIC / DOCTOR

DURATION : 4 HOURS

EFFECT: STRONG PAINKILLERS ARE DESIGNED TO ALLOW SOMEONE TO TOLERATE PAIN, AND REMAIN FUNCTIONAL. IF YOU TAKE A STRONG PAINKILLER YOU CAN IGNORE THE EFFECTS OF ALL FIRST AID, OR MINOR PROCEDURE WOUND CARDS THAT YOU HAVE ALREADY OPENED. IF YOU TAKE ANY FURTHER BODY DAMAGE DURING THE DURATION OF THE DRUG THEN THE EFFECT WEARS OFF AND YOU TAKE THE WOUND CARD EFFECT AGAIN. NOTE THIS DOES NOT CHANGE ANY WOUND CARD EFFECTS, JUST ALLOWS YOU TO IGNORE THE PAIN FROM THEM.

OVERDOSE DURATION: 4 HOURS

OVERDOSE EFFECT: FOR EVERY ADDITIONAL DOSE WITHIN THE OVERDOSE DURATION, LOSE 1 BODY WHICH CANNOT BE REGAINED FOR 4 HOURS.

EXAMPLE: VICODIN

ADDICTIVE

TRITONIN

PARAMEDIC / DOCTOR

DURATION : 24 Hours

EFFECT: THE JAFFA FEEL PHYSICALLY WEAKER THAN BEFORE AND PSYCHOLOGICALLY IT'S A BIG CHANGE FOR THEM. ANY JAFFA PC'S STARTING PLAY ON TRITONIN DOES NOT GAIN THE NORMAL FREE NATURAL IMMUNITY. JAFFA MUST SLEEP AS A NORMAL HUMAN DOES THEY CAN NO LONGER GAIN REST BY MEDITATION. TRITONIN GIVEN TO A HUMAN WILL INITIALLY HAVE NO VISIBLE EFFECT, HOWEVER IT WILL SLOWLY REPLACE THEIR IMMUNE SYSTEM. WHEN TAKEN THEY WILL FEEL STRONGER AND HEALTHIER HEALING MINOR CUTS AT AN INCREASED RATE, OVER THE COURSE OF THE NEXT FEW HOURS TO DAYS THE TRITONIN WILL CURE THE RECIPIENT OF MOST DISEASES. THERE IS A PRICE TO PAY HOWEVER, AS THERE IS A HIGH CHANGE THAT WITH EACH DOSE, THE DRUG REPLACES THE IMMUNE SYSTEM ENTIRELY AND THUS REQUIRES DAILY DOSES TO HAVE ANY IMMUNE SYSTEM AT ALL. THIS MUST BE PLACED ON A CHARACTER SHEET IF USED BY A NON-JAFFA.

OVERDOSE DURATION: 24 Hours

OVERDOSE EFFECT: IF USED ON A NON-JAFFA, CONTACT THE SYSTEM REFEREES.

TRUTH AGENT

PARAMEDIC / DOCTOR

DURATION : 5 MINUTES (ONCE DRUG HAS TAKEN EFFECT)

EFFECT: THIS DRUG TAKES 30 MINUTES TO WORK, AFTER WHICH THE PERSON WHO HAS HAD THE DRUG INJECTED WILL BE UNABLE TO LIE FOR 5 MINUTES – UNLESS THEY USE :

DRUG RESISTANCE – THE DRUG TAKES 1 HOUR TO WORK

TORTURE RESISTANCE – DURING THE 5 MINUTE PERIOD YOU MAY LIE TO TWO QUESTIONS (IF THE SAME OR SIMILAR QUESTION IS ASKED MORE THAN ONCE, YOU MAY ANSWER THE SAME EVERY TIME) YOU CAN TELL A REFEREE PRIVATELY YOU ARE USING THIS.

OVERDOSE DURATION: 1 Hour

OVERDOSE EFFECT: OVERDOSING ON THIS SENDS THE PERSON TO SLEEP AFTER 30 MINUTES (ALTHOUGH THEY CAN BE WOKEN) AND ARE GROGGY (THEY CANNOT USE ANY FEATS EXCEPT DRUG AND TORTURE RESISTANCE)

EXAMPLE: SODIUM PENTATHOL

COMBAT & WEAPONS

INTRODUCTION

- CHARACTERS MUST HAVE THE APPROPRIATE PHYS REP IN ORDER TO BE ISSUED WITH A PARTICULAR WEAPON. METAL MELEE WEAPONS OR DECOMMISSIONED WEAPONS ARE NOT ACCEPTABLE.
- ALL AMMUNITION CLIPS/MAGAZINES AND MUNITIONS OF ALL TYPES MUST ALSO BE PHYSREP'D (INCLUDING ITEMS SUCH AS BOOBY TRAPS AND GRENADES – INCLUDING THOSE FIRED FROM LAUNCHERS) – PHYS REPS FOR MAGAZINES ARE ISSUED TO THE IC ORGANISATION FOR DEPLOYMENT TO CHARACTERS IN CHARACTER. IF YOU WERE NOT ISSUED IC WITH AMMO, YOU DO NOT HAVE THE AMMO.

COVER

WHEN RUNNING THROUGH DENSE TREES OR STATIONARY BEHIND A COVERING, BUT NOT CONCEALING OBJECT I.E. TREE, DENSE UNDERGROWTH, STANDING STONE, ONLY EVERY ODD NUMBERED DAMAGE CALL HITS YOU. (I.E. YOU GET HIT BY THE 1ST, 3RD, 5TH, 7TH ETC... SHOT) THE SAME GOES FOR SPRAY AND COVERING FIRE.

CRITICAL HIT, CALLED SHOT, BLIND SHOT, HEAVY FIRE AND SNIPER SHOT ARE NOT MITIGATED IN THIS WAY.

RELOADING

YOU MUST ROLE-PLAY CHANGING YOUR MAGAZINE.

AFTER THE FIRE FIGHT PLEASE HAND YOUR USED MAGAZINE IN TO THE REFEREE.

ALSO NOTE THAT YOU MUST HAVE PHYS REPS OF AMMUNITION TO ACTUALLY BE USING THEM, IF YOU DO NOT HAVE A PHYS REP FOR A MAGAZINE, YOU HAVE NO AMMO FOR THE GUN. STOCKS OF AMMO MAY BE REGULATED IN CHARACTER – AND WHILE YOU MAY HAVE AMMO CLIPS OUT OF CHARACTER, IF YOU HAVE NOT GAINED AMMO THROUGH IN CHARACTER MEANS, YOU DO NOT HAVE AMMO.

ARMOUR

ARMOUR PROVIDES THE CHARACTER WITH EXTRA PROTECTION AND MUST BE PHYSREP'D:

ARMOUR TYPE	EARTH STANDARD COVERT	EARTH STANDARD	'BLAKE' COVERT (SEF)*	'WATERHOUSE' STANDARD (SEF)
ARMS	0	1	0	1
LEGS	0	1	0	1
HEAD	0	1	1	2
BODY	1	2	3	4

*BLAKE COVERT (SEF) HAS LIMITED IC AVAILABILITY. REQUEST THIS IN CHARACTER.

- ARMS AND LEG VALUES ARE FOR BOTH LIMBS TOGETHER – NOT PER PIECE
- HELMET MUST BE A HELMET WITH ENCUMBRANCE
- CHEST MUST BE AT LEAST A CHEST ARMOUR COVER WITH PLATES IN FRONT

NOTE THAT ARMOUR MUST BY PHYSREP'D – THERE MUST BE SOME PHYSICAL ENCUMBRANCE IN ORDER FOR THE ARMOUR BENEFIT TO BE GAINED AND ARE REQUIRED TO COVER 50% OF THE PROTECTED LOCATION. AN ASSAULT VEST FOR EXAMPLE WOULD NOT BE CLASSED AS BODY ARMOUR, BUT A PLATE CARRIER (EITHER WITH PLATES OR FOAM INSERTS ETC...) WOULD BE CLASSED AS BODY ARMOUR.

ANY DAMAGE WHICH GOES "THROUGH" VITALITY, OR IF YOU ARE ON 0 VITALITY, IS APPLIED TO ARMOUR FIRST, AND THEN TO BODY – UNLESS IT IS A CALLED SHOT TO A NON ARMoured LOCATION.

FEATS WHICH INCREASE BODY (SUCH AS DIE HARD) DO NOT AFFECT ARMOUR IN ANY WAY

WHEN ARMOUR TAKES DAMAGE IT ALWAYS TAKES DAMAGE IN THE ORDER LISTED ABOVE (SO IF YOU TAKE TWO POINTS OF DAMAGE TO A FULLY ARMoured BODY THE ARM AND LEG ARMOUR ARE DAMAGED, IF YOU TAKE FOUR POINTS OF DAMAGE TO A FULLY ARMoured BODY – THE ARM, LEG AND HELMET ARE DAMAGED). DAMAGED ARMOUR REQUIRES REPAIR BY SOMEONE WITH THE ARMOURER SKILL.

WEAPONS DAMAGE / CALLS

DAMAGE CALLS ARE OF THE FORMAT: TARGET – DAMAGE – EFFECT

THERE MUST BE 1 SECOND BETWEEN CALLS, NO DRUM ROLLING OF CALLS

TARGET

TARGET (NAME)	I.E. "JAFFA KEITH"	HITS ONLY THE PERSON TARGETED, IF YOU DO NOT SPECIFY A TARGET, THEN IT MISSES.
TARGET (NAME) - GLOBAL	I.E. "JAFFA KEITH – GLOBAL"	HITS EVERYONE IN A 10 FT. RADIUS AROUND THE TARGET
TARGET (NAME) - MASS	I.E. "JAFFA KEITH – MASS"	HITS EVERYONE IN A 30 FT. RADIUS AROUND THE TARGET

DAMAGE

EXAMPLES OF DAMAGE CALLS ARE LISTED UNDER EACH WEAPON BELOW TO SHOW HOW THESE CALLS CAN BE PUT INTO ACTION.

EFFECT

KNOCKBACK (KB)	YOU ARE KNOCKED BACK 10 FEET AND SHOULD ROLEPLAY THIS. THIS EFFECT OCCURS EVEN IF YOU TAKE NO DAMAGE FROM THE CALL ASSOCIATED WITH IT.
KNOCKDOWN (KD)	YOU ARE KNOCKED DOWN TO THE FLOOR, THE FRONT OR BACK OF YOUR TORSO MUST TOUCH THE FLOOR. IF UNSAFE TO DO SO, YOU MUST DROP TO YOUR KNEE FOR 10 SECONDS AND CANNOT MOVE OR INITIATE COMBAT DURING THIS TIME. THIS EFFECT OCCURS EVEN IF YOU TAKE NO DAMAGE FROM THE CALL ASSOCIATED WITH IT.
PARALYSE	THE CHARACTER IS HELD IN POSITION UNABLE TO DO ANYTHING BUT WRIGGLE IN EXTREME PAIN FOR 10 SECONDS. THIS EFFECT OCCURS EVEN IF YOU TAKE NO DAMAGE FROM THE CALL ASSOCIATED WITH IT.
SPECIAL	SEE REFEREE IF YOU ARE HIT BY THIS CALL, AFTER THE COMBAT.
STUN	IF YOU ARE TAKEN TO 0 VITALITY, OR ARE ON 0 VITALITY WHEN HIT BY THIS CALL, THEN YOU ARE STUNNED, AND CANNOT MOVE OR USE FEATS FOR 30 SECONDS. THIS CALL CANNOT DO DAMAGE TO BODY.
THROUGH	IF DAMAGE IS LISTED AS "THROUGH" THEN IT IGNORES VITALITY AND GOES STRAIGHT TO ARMOUR / BODY
SHEILDED	WHILE RAISING A HAND DEVICE UP AND CALLING THIS EFFECT (ONCE PER 10 SECONDS) YOU ARE IMMUNE TO RANGED DAMAGE.

THE FOLLOWING ARE EXAMPLE OF SPECIAL CALLS THAT YOU MAY GET HIT WITH IN GAME

CRITICAL HIT / SNIPER SHOT / CALLED SHOT / BLIND SHOT	SEE THE FEATS SECTION FOR FULL DESCRIPTION (MARKSMAN AND CRACK SHOT)
DISARM	YOU SHOULD DROP YOUR WEAPON TO THE FLOOR, UNLESS YOU HAVE FEATS TO STOP T THIS.
CHOKER	YOU ARE RENDERED UNCONSCIOUS FOR 30 SECONDS
GRAPPLE	YOU ARE RESTRAINED AND CANNOT MOVE FOR 10 SECONDS ALTHOUGH YOU MAY STILL USE SMALL WEAPONS ALREADY HELD AGAINST THE CREATOR OF THE GRAPPLE. UNTIL IT HAS NO AMMUNITION LEFT. YOU MAY NOT USE FISTS.
CALLED SHOT	A TARGETED LIMB OR WEAPON HAS BEEN STRUCK – IT IS IMMOBILISED FOR 30 SECONDS (LIMB) OR BROKEN (WEAPON).
THROW	YOU ARE THROWN TO THE GROUND – THIS IS THE SAME AS A SINGLE KNOCKDOWN

WEAPONS BREAKING

THE RULES STATE THAT THERE SHOULD BE AT LEAST ONE SECOND BETWEEN CALLS – THIS IS FOR A VARIETY OF REASONS – NOT LEAST THAT IT TAKES THIS LONG TO ACTUALLY MENTALLY ADD UP THE NUMBER OF HITS THAT YOU'VE TAKEN (BOTH CHARACTERS AND MONSTERS) AND IN A FIRE FIGHT, IT'S TO STOP IT TURNING INTO "WHO CAN SHOUT NUMBERS THE FASTEST."

WE UNDERSTAND THAT SOMETIMES IN THE HEAT OF COMBAT, THERE MAY BE A LITTLE EXCITEMENT AND ADRENALINE – BUT IN ORDER TO MAINTAIN GAME BALANCE, IF THE REFEREE'S OR SYSTEM REFEREE'S SEE/HEAR PEOPLE 'DRUM ROLLING', (PEOPLE USING CALLS WITHOUT THE ONE SECOND GAP THE RULES REQUIRE), THE REFEREE MAY CALL A 'WEAPON BREAK' IF THEY ARE USING A RANGED OR MELEE WEAPON (OR 'BROKEN LIMB' IF USING UNARMED) AT THE INDIVIDUAL.

IF THIS CALL IS AIMED AT YOU OR YOUR WEAPON, EITHER YOUR RANGED WEAPON OR YOUR UNARMED LIMB IS BROKEN. YOU CANNOT USE THEM UNTIL YOU REPAIR THE WEAPON (OR GET MEDICAL ATTENTION IN THE CASE OF UNARMED).

IF YOU BELIEVE THIS CALL WAS UNFAIRLY AIMED AT YOU – YOU SHOULD NOT COMPLAIN AT THE TIME, AND YOU SHOULD SPEAK TO A REFEREE OR SYSTEM REFEREE AFTER COMBAT HAS CONCLUDED.

AREA OF EFFECT CALLS

COVERING FIRE	<p>CALL "TARGET – COVERING FIRE".</p> <p>THIS CALL DOES 1 THROUGH PER CALL (I.E. PER SECOND) AND USES 5 BULLETS PER CALL</p> <p>COVERING FIRE WILL HIT THE TARGET (OR AREA TARGETED), AND ALL ENEMIES WITHIN A 20 FEET RADIUS OF IT (ONLY ENEMIES IN FRONT OF THE SHOOTER ARE HIT)</p> <p>YOU TAKE THE DAMAGE FOR EACH INDIVIDUAL CALL WHERE YOU ARE NOT BEHIND COVER, OR LYING FLAT ON THE GROUND.</p>
SPRAY FIRE	<p>CALL "TARGET – SPRAY FIRE".</p> <p>THIS CALL DOES 2 THROUGH PER CALL (I.E. PER SECOND) AND USES 10 BULLETS PER CALL</p> <p>SPRAY FIRE WILL HIT THE TARGET (OR AREA TARGETED), AND EVERYONE WITHIN A 20 FEET RADIUS OF IT (ONLY PEOPLE IN FRONT OF THE SHOOTER ARE HIT)</p> <p>YOU TAKE THE DAMAGE FOR EACH INDIVIDUAL CALL WHERE YOU ARE NOT LYING FLAT ON THE GROUND – STANDARD COVER RULES APPLY.</p>
HEAVY FIRE	<p>CALL "TARGET – HEAVY FIRE".</p> <p>THIS CALL DOES 3 THROUGH PER CALL (I.E. PER SECOND) AND USES 15 BULLETS PER CALL</p> <p>HEAVY FIRE WILL HIT THE TARGET (OR AREA TARGETED), AND EVERYONE WITHIN A 20 FEET RADIUS OF IT (ONLY PEOPLE IN FRONT OF THE SHOOTER ARE HIT)</p> <p>YOU TAKE THE DAMAGE FOR EACH INDIVIDUAL CALL WHERE YOU ARE NOT LYING FLAT ON THE GROUND – THIS CALL IGNORES COVER.</p>

AMMO PHYS REPS

NORMAL AMMO	<p>THESE ARE THE STANDARD AMMO MAGS SUPPLIED BY THE SEF. THESE ARE THE AMMO CAPACITIES LISTED BELOW</p> <p>PHYS REPS NORMALLY SUPPLIED BY THE SYSTEM (ALTHOUGH PLAYERS CAN USE THEIR OWN),</p>
EXTENDED MAGAZINES	<p>MUST BE CLEARED BY A SYSTEM REFEREE BEFORE BEING USED, PHYS REP NEEDS TO BE SUPPLIED BY THE PLAYER</p> <p>THESE INCREASE THE AMMO CAPACITY LISTED BY 50% (ROUND DOWN IF NUMBER IS NOT WHOLE)</p>
DRUM MAGAZINES	<p>MUST BE CLEARED BY A SYSTEM REFEREE BEFORE BEING USED, PHYS REP NEEDS TO BE SUPPLIED BY THE PLAYER</p> <p>THESE INCREASE THE AMMO CAPACITY LISTED BY 100%</p>
VARIATIONS SPECIFIC MAGAZINES	<p>MUST BE CLEARED BY A SYSTEM REFEREE BEFORE BEING USED, PHYS REP MAY NEED TO MARKED BY A SYSTEM REFEREE</p> <p>THESE CAN ONLY BE USED IN WEAPONS OF THE CORRECT TYPE.</p>

WEAPONS (STANDARD)

ANTI-MATERIAL RIFLE

SUPPORT WEAPONS

DAMAGE: 5 KNOCKDOWN

AMMO CAPACITY: 5

TRAITS: ACCURATE, SNIPER, STABILISED, ALL GUNS BLAZING

ASSAULT RIFLE

SMALL ARMS

DAMAGE: 2

SPECIAL DAMAGE: 4 (3 AMMO)

AMMO CAPACITY: 30

TRAITS: ACCURATE, COVERING, ALL GUNS BLAZING

AUTOMATIC SHOTGUN

SUPPORT WEAPONS

DAMAGE: 3

SPECIAL DAMAGE: 3 KNOCKDOWN

AMMO CAPACITY: 10

TRAITS: SPRAY, ALL GUNS BLAZING

NOTES: SPRAY FIRE SPECIAL USES 3 CARTRIDGES. KNOCKDOWN AUTOMATIC WITHIN 20 FEET.

BOWS / CROSSBOWS (ETC.)

PRIMITIVE WEAPONRY

DAMAGE: 2

TRAITS: ACCURATE

C4 / PE4

BASIC EXPLOSIVES TRAINING

DAMAGE: 2*

NOTES: *2 DAMAGE AND 10FT RADIUS PER 5x5x20CM BLOCK.

CLAYMORES

EXPLOSIVES TRAINING

DAMAGE: 6 THROUGH IN 90 DEGREE ARC FOR 10 FT

NOTES: DETONATION CAN BE DONE REMOTELY OR BY WIRE. THE PERSON WHO PLACED THE DEVICE MUST MAKE THE CALLS AND CANNOT MAKE THE CALLS IN CHARACTER. CLAYMORES REQUIRE A 3 CARD PROBLEM [OLD ORDINANCE] [SIMPLE DEVICE] [ALL THE WIRES ARE GREY] TO DISARM (YOU CAN ALWAYS AUTOMATICALLY DISARM YOUR OWN CLAYMORES). DAMAGE IS IN A 90 DEGREE ARC.

FLASH BANGS

SMALL ARMS

DAMAGE: GLOBAL 6 STUN

FRAG GRENADES

SMALL ARMS

DAMAGE: GLOBAL 6 KNOCKDOWN

HEAVY MACHINE GUN

SUPPORT WEAPONS

DAMAGE: -

SPECIAL DAMAGE: 5 (5 AMMO)

AMMO CAPACITY: 100

TRAITS: COVERING, SPRAY, HEAVY, MOUNTED, ALL GUNS BLAZING

HEAVY REVOLVER

ADVANCED PISTOLS

DAMAGE: 2

AMMO CAPACITY: 6

TRAITS: ACCURATE, AMBIDEXTERITY, ALL GUNS BLAZING

HEAVY SEMI-AUTOMATIC PISTOL

ADVANCED PISTOLS

DAMAGE: 2

AMMO CAPACITY: 8

TRAITS: ACCURATE, AMBIDEXTERITY, ALL GUNS BLAZING

IED / BOOBY TRAP

EXPLOSIVES TRAINING

DAMAGE: GLOBAL 6 THROUGH KNOCKDOWN

NOTES: BOOBY TRAPS REQUIRE A 3 CARD PROBLEM TO DISARM [IMPROVISED EXPLOSIVE] [SIMPLE DEVICE] [UNSTABLE DEVICE].

LARGE MELEE (>48")

MELEE WEAPONS

DAMAGE: 3 KNOCKDOWN

NOTES: DOES 2 DAMAGE WITH BASIC MELEE SKILL

LIGHT MACHINE GUN

SUPPORT WEAPONS

DAMAGE: -

SPECIAL DAMAGE: 4 (4 AMMO)

AMMO CAPACITY: 100

TRAITS: COVERING, SPRAY, ALL GUNS BLAZING

MACHINE PISTOL

PISTOLS

DAMAGE: 1

SPECIAL DAMAGE: 3 (3 AMMO)

AMMO CAPACITY: 12

TRAITS: ACCURATE, AMBIDEXTERITY, ALL GUNS BLAZING

NOTES: SPECIAL DAMAGE CALL CAN ONLY BE USED BY SOMEONE WITH ADVANCED PISTOLS

MEDIUM MELEE (24" -48")

MELEE WEAPONS

DAMAGE: 3

TRAITS: ACCURATE, AMBIDEXTERITY

NOTES: DOES 1 DAMAGE WITH BASIC MELEE SKILL

REVOLVER

PISTOLS

DAMAGE: 1

AMMO CAPACITY: 6

TRAITS: ACCURATE, AMBIDEXTERITY, ROBUST, ALL GUNS BLAZING

ROCKET LAUNCHER

SUPPORT WEAPONS

DAMAGE: MASS 9 KNOCKDOWN

AMMO CAPACITY: 1

SEMI-AUTOMATIC PISTOL

PISTOLS

DAMAGE: 1

AMMO CAPACITY: 12

TRAITS: ACCURATE, AMBIDEXTERITY, ALL GUNS BLAZING

SHOTGUN

SMALL ARMS

DAMAGE: 3

SPECIAL DAMAGE: 3 KNOCKDOWN

AMMO CAPACITY: 2/4/6

TRAITS: ROBUST (DOUBLE BARRELLED ONLY) , ALL GUNS BLAZING

NOTES: KNOCKDOWN AUTOMATIC WITHIN 20 FEET. AMMO CAPACITY IS 2 AMMO FOR DOUBLE BARRELLED SHOTGUN, 4 AMMO FOR UNDERSLUNG SHOTGUN, 6 AMMO FOR PUMP ACTION SHOTGUN

SMALL MELEE (<24")

MELEE WEAPONS

DAMAGE: 2

TRAITS: ACCURATE, AMBIDEXTERITY

NOTES: DOES 1 DAMAGE WITH BASIC MELEE SKILL

SNIPER RIFLE

SMALL ARMS

DAMAGE: 4

AMMO CAPACITY: 10

TRAITS: ACCURATE, SNIPER, ALL GUNS BLAZING

SUB MACHINE GUN

SMALL ARMS

DAMAGE: 1

SPECIAL DAMAGE: 3 (3 AMMO)

AMMO CAPACITY: 30

TRAITS: ACCURATE, AMBIDEXTERITY, COVERING, ALL GUNS BLAZING

TASER

ADVANCED PISTOLS

DAMAGE: 4 STUN

AMMO CAPACITY: 1

TRAITS: -

NOTES: 15 FT RANGE MAX. IF STUN SUCCEEDS, CAN BE USED TWICE MORE TO EXTEND DURATION.

THERMITE

EXPLOSIVES TRAINING

DAMAGE: 4* THROUGH (INANIMATE OBJECTS ONLY)

NOTES: *4 THROUGH DAMAGE PER 1.5x2CM STICK. BURNS DOWNWARD.

THROWING KNIVES (ETC.)

PRIMITIVE WEAPONRY

DAMAGE: 1

TRAITS: ACCURATE, AMBIDEXTERITY

WEAPONS (ALIEN & NON STANDARD)

GRENADE LAUNCHER (SINGLE SHOT)

SMALL ARMS

DAMAGE: A PER GRENADE LAUNCHED AMMO CAPACITY: 1

TRAITS: ROBUST

NOTES: THE GRNEADE LAUNCHER MAY FIRE 'FRAG GRENADES' OR 'FLASH BANGS'. THE DAMAGE DONE IS AS PER THE GRENADE TYPE.

GRENADE LAUNCHER (MULTI SHOT)

SUPPORT WEAPONS

DAMAGE: A PER GRENADE LAUNCHED

AMMO CAPACITY: VARIES

TRAITS: ALL GUNS BLAZING

NOTES: THE GRNEADE LAUNCHER MAY FIRE 'FRAG GRENADES' OR 'FLASH BANGS'. THE DAMAGE DONE IS AS PER THE GRENADE TYPE.

GOA'ULD STUN GRENADE

SMALL ARMS AND GOA'ULD WEAPON PRINCIPLES

DAMAGE: GLOBAL 6 STUN

STAFF CANNON

SUPPORT WEAPONS AND GOA'ULD WEAPON PRINCIPLES

DAMAGE: MASS 9 KNOCKDOWN

AMMO CAPACITY: 6

TRAITS: MOUNTED

STAFF WEAPON (MELEE)

MELEE WEAPONS AND GOA'ULD WEAPON PRINCIPLES

DAMAGE: 3 KNOCKDOWN

NOTES: DOES 1 DAMAGE IF UNSKILLED

STAFF WEAPON

SMALL ARMS AND GOA'ULD WEAPON PRINCIPLES

DAMAGE: 3

SPECIAL DAMAGE: GLOBAL 6 KD

AMMO CAPACITY: 10

NOTES: SPECIAL CAN BE ONLY USED EVERY 30 SECONDS

ZAT'NI'KATEL

SMALL ARMS AND GOA'ULD WEAPON PRINCIPLES

DAMAGE: 0 PARALYSE

AMMO CAPACITY: 10

NOTES:

GOA'ULD HAND DEVICE

GOA'ULD WEAPON PRINCIPLES&

DAMAGE: 1 PARALYSE

GOA'ULD NAQUAGLOBIN

NOTES:

AMMO CAPACITY: -

DEFLECT - CALL 'SHIELDED'

PUSH - CALL 3 KNOCKBACK

WEAPON TRAITS

ACCURATE	CAN USE THE CRACK SHOT FEAT
SNIPER	CAN USE THE MARKSMAN FEAT
ALL GUNS BLAZING	CAN USE THE ALL GUNS BLAZING FEAT
ROBUST	TAKES HALF THE TIME TO REPAIR
COMPLEX	TAKES TWICE AS LONG TO TO REPAIR
AMBIDEX	CAN BE USED AMBIDEXTROUSLY
STABILISED	THIS WEAPON HAS TO BE STABILISED IN SOME IN WAY – EITHER BY A BIPOD MOUNT, PRONE, A CORPSE ETC... - IT CANNOT BE USED WHILE MOVING.
MOUNTED	THIS WEAPON HAS TO BE USED ON A TRIPOD MOUNT – PROPERLY STABILISED – IT CANNOT BE USED WHILE MOVING. THIS IS NORMALLY A HEAVY WEAPON, AND ARE NOT NORMALLY MAN PORTABLE. ANY WEAPONS LISTED AS MOUNTED ONLY MUST HAVE SYSTEM REFEREE APPROVAL IF THEY ARE INTENDED TO BE MAN PORTABLE.
COVERING	CAN USE THE COVERING FIRE SPECIAL ABILITY
SPRAY	CAN USE THE SPRAY FIRE SPECIAL ABILITY
HEAVY	CAN USE THE HEAVY FIRE SPECIAL ABILITY
GALADEEN	WEAPONS WEIGH 50% OF THE STANDARD VARIANT.
CEMAT	THESE WEAPONS USE COMPLEX RAILS, COILS AND BIO-ELECTICAL POWER SOURCES AND WILL OPERATE IN ANY ENVIROMENT.

WEAPON VARIATIONS

INTRODUCTION

THE STANDARD WEAPONS LISTED ARE NOT THE ONLY TOOLS AVAILABLE TO THE SEF. OVER THE YEARS, MANY DIFFERENT ITEMS AND WEAPONS HAVE BEEN ENCOUNTERED AND COLLECTED BY THE ORGANISATION. THROUGH DEDICATED RESEARCH BY SKILLED AND EXPERIENCED ARMOURERS AND SPECIALISTS, THIS RESEARCH CAN BE PUT TO PRACTICAL USE THROUGH R&D AND FIELD TESTING. THE SEF IS AT THE FOREFRONT OF WEAPONS DEVELOPMENT.

ONCE R&D HAS BEEN CONDUCTED, THE NEW TECHNOLOGY WILL BE APPROVED BY THE SYSTEM REFEREES AND ENTERED INTO THE VARIANTS TABLE BELOW.

LIMITATIONS

THE AVAILABILITY OF VARIATIONS ARE REGULATED BOTH IN AND OUT OF CHARACTER. PLEASE ENSURE YOU HAVE THE RELEVANT PERMISSIONS BEFORE USING A VARIANT WEAPON.

IC: THE WEAPONS ARE REGULATED BY RARITY, OR SCARCITY OF AMMUNITION.

OOO: THEY ARE REGULATED BY PHYSREP REQUIREMENT OR APPLICABLE WEAPON TYPE.

VARIANT WEAPONS CANNOT BE USED WITH EITHER WEAPON MASTERY OR SIGNATURE WEAPON AP'S.

RESEARCH

THE FORMAT FOR RESEARCHING AND DEVELOPING NEW WEAPON VARIATIONS WILL DIFFER DEPENDING ON THE TECHNOLOGY AND THE PLOT IT PERTAINS TO.

IN ALL INSTANCES, RESEARCH INTO WEAPON VARIATIONS SHOULD BE LISTED IN YOUR RESEARCH SECTION OF THE EVENT DOWNTIME AND THE PLOT CO WILL COORDINATE WITH THE SYSTEM REFEREES TO FINALISE A PLAN FOR ANY RESEARCH PROJECT.

APPLYING VARIATIONS

TO APPLY A VARIANT, SIMPLY TAKE THE ENTRY FOR THE WEAPON LISTED IN WEAPONS (STANDARD) ABOVE AND APPLY EACH VARIATION TO THE CHARACTERISTICS OF THE WEAPON IN TURN.

CHARACTERISTICS

SKILLS REQUIRED - LISTS THE SKILLS OR FEATS REQUIRED TO USE THIS VARIANT.

DAMAGE - ADD OR REMOVE THE DAMAGE OR EFFECT. DAMAGE CANNOT BE REDUCED BELOW 1 UNLESS SPECIFICALLY STATED.

SPECIAL DAMAGE - ADD OR REMOVE THE DAMAGE OR EFFECT. DAMAGE CANNOT BE REDUCED BELOW 1 UNLESS SPECIFICALLY STATED.

AMMO CAPACITY - ADD OR REMOVE THE AMMO AS DESCRIBED. ALWAYS ROUND UP.

TRAITS - ADD OR REMOVE THE TRAITS AS DESCRIBED.

PHYSREP REQUIREMENTS - THIS DETAILS THE REQUIRED OOC PHYSREP REQUIREMENTS FOR THIS VARIANT.

WEAPON TYPES - THIS LISTS THE WEAPONS FROM THE 'WEAPONS (STANDARD)' SECTION WHICH CAN BE USED FOR THIS VARIANT.

VARIATION TABLE

VARIANT NAME	C.E.M.A.T.	INTAR	GALADEEN
SKILLS REQUIRED	AS LISTED	AS LISTED	AS LISTED +ALIEN WEAPON PRINCIPLES GALADEEN
DAMAGE	+1	(AS LISTED) STUN	-1
SPECIAL	+1 (AMMO AS LISTED)	REMOVE ALL	-1 (AMMO AS LISTED)
AMMO CAPACITY	AS LISTED	AS LISTED	AS LISTED
TRAITS ADDED	CEMAT, COMPLEX	NONE	GALADEEN
TRAITS REMOVED	ACCURATE	ACCURATE	NONE
PHYSREP REQUIREMENTS	WEAPON AND AMMO MUST HAVE A BLUE MARK OR COMPONENT. MUST BE APPROVED BY SYSTEM REFEREE	AMMO MUST HAVE A YELLOW MARK OR COMPONENT	MUST BE APPROVED BY SYSTEM REFEREE
WEAPON TYPES	ASSAULT RIFLE, HEAVY REVOLVER, HEAVY SEMI- AUTOMATIC PISTOL, SNIPER RIFLE, SUB MACHINEGUN	HEAVY SEMI-AUTOMATIC PISTOL, MACHINE PISTOL, SEMI-AUTOMATIC PISTOL, SUB MACHINE GUN	ASSAULT RIFLE , SEMI-AUTOMATIC PISTOL, HEAVY SEMI-AUTOMATIC PISTOL, SUB MACHINE GUN

DOWNTIME

POST-EVENT

FOR YOUR FIRST FOUR EVENTS, YOU GAIN +1 MAXIMUM VITALITY. AFTER THIS TIME YOU INSTEAD GAIN 1 ADVANCEMENT POINT.

ENSURE YOU HAND IN YOUR CHARACTER CARD TO THE PLOT COORDINATOR, AT THE END OF THE EVENT, WHICH MUST HAVE CLEARLY MARKED ON THE BACK OF IT, ANY FEATS YOU HAVE GAINED OR USED.

FOR EACH DOWNTIME PERIOD, YOUR DOWNTIME GOES ON THE CHARACTER THAT YOU NAMED WHEN BOOKING THE EVENT (NOTE THE CHARACTER YOU NAME WHEN BOOKING IS THE CHARACTER YOU MUST INTEND TO PLAY AT THE EVENT) – AND THEY GET ALL THE PARTS OF THE DOWNTIME : +MAXIMUM VITALITY OR + AP / TRAINING / RESEARCH ETC... YOU CANNOT SPLIT YOUR DOWNTIME BETWEEN MULTIPLE CHARACTERS.)

DOWNTIME RETURNS

AFTER AN EVENT FINISHES YOU MUST FILL IN A DOWNTIME FORM. THE DATES FOR DOWNTIME CLOSURE AND THE DOWNTIME LINK WILL BE LISTED ON THE FORUMS AND ON WWW.STARGATELRP.CO.UK. THIS FORM NEEDS TO BE RETURNED TO THE PLOT CO-ORDINATOR, WHOSE EMAIL IS BOTH ON THE FORM, AND ON THE WEBSITE.

DOWNTIME IS SPLIT INTO FOUR SECTIONS:

- DEVELOPMENT
- SKILL USAGE
- RESEARCH
- MISCELLANEOUS

YOU CAN ONLY UTILISE THE IMMEDIATE DOWNTIME AFTER THE LAST EVENT YOU ATTENDED, YOU CANNOT "WITHHOLD" YOUR DOWNTIME UNTIL A LATER DATE AND FILL IN MULTIPLE DOWNTIMES. YOU MUST COMPLETE THE DOWNTIME IN THE SPECIFIED SLOT.

IF YOU HAVE GAINED A DOWNTIME THROUGH CREWING OR EVENT ORGANISING, THEN YOU MUST ALSO COMPLETE A DOWNTIME – AND WHICH "FEATS" YOU WISH TO TAKE AS PART OF YOUR CREWING BONUS.

BACKGROUND SKILL USAGE

EACH DOWNTIME YOU CAN CHOOSE TO USE YOUR BACKGROUND FEAT: DREAMING SPIRES, INSIDER INFORMATION AND EXPERIMENTAL KIT IF YOU WISH TO, AND YOU SHOULD INCLUDE INFORMATION OF HOW YOU INTEND TO USE IT.

DEVELOPMENT

EACH DOWNTIME YOU GET THREE SLOTS IN WHICH TO IMPROVE YOUR CHARACTER. IN EACH OF THESE SLOTS YOU CAN DO ONE OF THE FOLLOWING ITEMS (YOU CAN DO ANY OF THESE MULTIPLE TIMES UNLESS STATED):

TRAIN

YOU CAN SPEND ONE SLOT TOWARDS LEARNING A PARTICULAR SKILL (SEE TRAINING TIMES). IF YOU HAVE A TEACHER YOU CAN GAIN A MAXIMUM OF 1 MONTH OFF EACH SKILL'S TRAINING DURATION PER DOWNTIME.

RANDOM ASSIGNMENT

YOU CAN SPEND ONE SLOT HAVING A DOWNTIME ADVENTURE OFF WORLD; YOU WILL GAIN A RANDOM FEAT OR TRAINING TOWARDS A SKILL, OR A UNIQUE ABILITY, OR MAYBE NOTHING....DEPENDING ON THE MISSION OR PIECES OF INFORMATION. YOU WILL RECEIVE A FULL DESCRIPTION OF THIS MISSION IN YOUR DOWNTIME RETURN.

TEACH

YOU CAN SPEND ONE SLOT TEACHING SOMEONE A SKILL. IF YOU ARE TEACHING A COMBAT SKILL YOU GAIN A PERSONAL SENSE OF PURPOSE FEAT, ANY OTHER SKILL GRANTS YOU A FLASH OF INSIGHT FEAT.

IMPROVE

YOU CAN SPEND ONE SLOT LEARNING MORE ABOUT CERTAIN SKILLS (COMMUNICATIONS, AND COMPUTING ETC.). YOU CAN DO THIS A MAXIMUM OF ONCE PER DOWNTIME, AND GAIN +1 TO YOUR CARD POOL FOR EACH MISSION. YOU CAN INCREASE TO A MAXIMUM OF 9 CARDS IN YOUR HAND AT ANY ONE TIME.

UPKEEP

YOU CAN SPEND SLOTS UP KEEPING CERTAIN SKILLS (ENDURANCE TRAINING) – IF YOU DO NOT DO THIS AT LEAST ONCE IN THE DOWNTIME, YOU LOSE THAT SKILL.

RESEARCH

YOU CAN SPEND YOUR DOWNTIME RESEARCHING ITEMS WHICH YOU HAVE DISCOVERED AT PREVIOUS EVENTS. YOUR RESEARCH DIRECTLY INFLUENCES ANY NEW TECHNOLOGIES THAT COME OUT OF THE STARGATEPROJECT. THERE IS NO LIMIT TO THE AMOUNT OF RESEARCH YOU CAN ATTEMPT TO DO DURING DOWNTIME – BUT YOU ONLY HAVE A SET AMOUNT OF TIME TO COMPLETE IT IN. SO YOU CAN RESEARCH ONE ITEM IN YOUR DOWNTIME, OR TEN ITEMS IN YOUR DOWNTIME – BUT IF YOU RESEARCH JUST ONE ITEM YOU ARE MORE LIKELY TO GET A LOT OF USEFUL INFORMATION OUT OF IT THAN SPLITTING YOUR TIME BETWEEN TEN ITEMS.

YOU ALWAYS RUN THE RISK OF THE EXPERIMENT GOING WRONG AND A SIDE-EFFECT OR BAD THING HAPPENING... THESE THINGS HAPPEN IN THE WORLD OF RESEARCH.

WHEN RESEARCHING AN ITEM – YOU NEED TO SAY WHAT IT IS THAT YOU ARE RESEARCHING, WHAT SKILLS YOU ARE USING AND WHAT IT IS THAT YOU ARE ATTEMPTING TO GET OUT OF IT – SO IF YOU'RE ATTEMPTING TO ANALYSE A PIECE OF MOSS THAT WAS FOUND ON PLANET X, YOU NEED TO STATE THAT YOU'RE ATTEMPTING TO ANALYSE "MOSS FROM PLANET X", USING "ECOLOGY", AND "ATTEMPTING TO FIND A WAY TO TURN THE MOSS INTO A NEW FOOD SOURCE THAT COULD FEED THE PLANET – ASSUMING WE CAN GET RID OF ITS NASTY POISONOUS SIDE EFFECT."

SHOULD TWO PLAYERS JOIN UP TO JOINTLY WORK ON A PROJECT THEY GAIN MORE BENEFIT THAN IF THEY RESEARCH IT THEMSELVES – BUT THEY BOTH NEED TO STATE IN THE RESEARCH SECTION OF THE DOWNTIME THAT IT IS A JOINT PROJECT, OTHERWISE IT'S ASSUMED TO BE SEPARATE WORKLOAD. YOUR RESULTS WILL BE RETURNED TO YOU IN YOUR DOWNTIME RETURN.

DOWNTIMES, PRIMARY / SECONDARY CHARACTERS, DEATH & RETIREMENT

IN GAME YOU CAN HAVE ONE "PRIMARY" CHARACTER, AND ANY NUMBER OF "SECONDARY" CHARACTERS.

FOR EACH DOWNTIME PERIOD, YOUR DOWNTIME GOES ON THE CHARACTER THAT YOU NAMED WHEN BOOKING THE EVENT (NOTE THE CHARACTER YOU NAME WHEN BOOKING IS THE CHARACTER YOU MUST INTEND TO PLAY AT THE EVENT) – AND THEY GET ALL THE PARTS OF THE DOWNTIME: +MAXIMUM VITALITY OR + AP / TRAINING / RESEARCH ETC... YOU CANNOT SPLIT YOUR DOWNTIME BETWEEN MULTIPLE CHARACTERS.)

RETIREMENT IS CONSIDERED PERMANENT, IF YOU RETIRE YOUR CHARACTER, THIS CHARACTER IS CONSIDERED TO BE REMOVED FROM THE SYSTEM AND CANNOT BE PLAYED AS A PLAYER CHARACTER AGAIN, BUT MAY BE AVAILABLE TO THE PLOT CO-ORDINATOR (WITH AGREEMENT FROM THE ORIGINAL PLAYER).

NORMALLY ONLY PRIMARY CHARACTERS WILL ATTAIN AND HOLD POSITIONS OF RESPONSIBILITY WITHIN THE ORGANISATIONAL CHART OF THE SEF. THIS INCLUDES, BUT IS NOT LIMITED TO HEADS OF DEPARTMENTS, GROUP COMMANDERS E.T.C. THE PLOT COORDINATOR WILL HAVE FINAL SAY ON WHETHER A SECONDARY CHARACTER CAN HOLD A POSITION OF RESPONSIBILITY.

IF A CHARACTER DIES THROUGH THE USE OF A 'LAST HEROIC ACT', A BOON OR BENEFIT TO THEIR NEXT CHARACTER IS IN NO WAY CERTAIN. ANY SUCH SITUATIONS FOR POTENTIAL BOONS MUST BE BROUGHT TO THE ATTENTION OF THE SYSTEM REFEREES FOR APPROVAL BEFORE BEING DISCUSSED WITH OR GRANTED TO THE PLAYER.

IF YOUR PRIMARY CHARACTER DIES OR IS RETIRED, YOU CAN RECEIVE A NUMBER OF BENEFITS AS LISTED BELOW EQUAL TO THE AMOUNT OF EVENTS PLAYED BY THE CHARACTER WHO DIED OR RETIRED TO EITHER ONE OF YOUR SECONDARY CHARACTERS OR TO A NEW PRIMARY CHARACTER.

	+	1 MONTHS TRAINING	(PER DOWNTIME)
OR	+	1 FEAT	(PER DOWNTIME)
OR	+	1 AP	(PER 5 DOWNTIMES)

THERE IS A CAP OF A MAXIMUM OF 15 MONTHS DOWNTIME THAT YOU CAN TRANSFER TO THE NEW CHARACTER, AND YOU CAN ONLY PURCHASE TRAINING THAT WOULD BE AVAILABLE AT CHARACTER GENERATION.

IF A SECONDARY CHARACTER DIES OR IS RETIRED THEN YOU DO NOT GAIN ANY BENEFIT TO OTHER CHARACTERS (I.E. IF A SECONDARY CHARACTER DIES OR IS RETIRED, YOU DO NOT GAIN ANY DOWNTIME BENEFITS TO A PRIMARY OR SECONDARY CHARACTER).

IF A NEW PRIMARY CHARACTER IS CREATED BETWEEN EVENTS FOR AN EXISTING PLAYER - THEN THEY ARE ABLE TO HAVE TRAINING BETWEEN EVENTS.

THE PROCESS IS:

- THE CHARACTER IS CREATED USING THE CHARACTER DESIGN RULES AND APPROVED BY THE PLOT CO AS NORMAL.
- THE BENEFITS FOR A PRIMARY HAVING DIED/RETIRED ABOVE, ARE THEN APPLIED AND APPROVED BY THE PLOT CO AS NORMAL.
- THE NEW CHARACTER MAY THEN BE CHOSEN ON THE DOWNTIME FOR THE CURRENT LIVE DOWNTIME PERIOD. ONLY SKILLS AVAILABLE AT CHARACTER GENERATION MAY BE TRAINED DURING THIS FIRST DOWNTIME AND ANY SUBSEQUENT DOWNTIMES PRIOR TO THE CHARACTER BEING PLAYED AT AN EVENT.

TRAINING IC AT XMAS EVENTS

TRAINING IN THE FOLLOWING FASHION CAN ONLY OCCUR AT XMAS SOCIAL EVENTS, AND AT NO OTHERS.

TEACHING A COURSE AT AN EVENT

YOU GAIN 1 FEATS FOR PERFORMING A TRAINING COURSE AT AN EVENT.

YOU WILL GAIN THE FEAT AS LISTED IN THE 'TEACH' DEVELOPMENT OPTION OF THE DOWNTIME:

"IF YOU ARE TEACHING A COMBAT SKILL YOU GAIN A PERSONAL SENSE OF PURPOSE FEAT, ANY OTHER SKILL GRANTS YOU A FLASH OF INSIGHT FEAT."

BONUS FEATS CAN BE GRANTED FOR EXCEPTIONAL WORK DURING A TRAINING COURSE (WITH PERMISSION OF PLOT CO-ORDINATOR AND SYSTEM REFEREES)

TRAINING AT EVENTS

THE EVENT SHALL BE CONSIDERED PART OF THAT EVENT'S DOWNTIME PERIOD. YOU GET THE XMAS EVENT PLUS YOUR NORMAL THREE MONTHS DOWNTIME, BUT FOR THE PURPOSES OF "ATTENDANCE" ON COURSES IT'S CONSIDERED THE SAME PERIOD.

IF YOU ARE TRAINED AT THE XMAS EVENT IT COUNTS AS A TRAINER FOR A SKILL AND IT REDUCES THE TIME REQUIRED TO LEARN THE SKILL.

FOR EXAMPLE: IF YOU HAVE NO ENGINEERING SKILLS OR ANY TIME SPENT TRAINING ONE AND YOU ATTEND A TRAINING SESSION ON MECHANICAL ENGINEERING, YOU GO FROM 0 OF 12 TO 0 OF 11.

EQUALLY, YOU COULD ALTERNATIVELY GO FROM 0 OF 3 TO 0 OF 2 ON BASIC ENGINEERING IF YOU WISHED.

THIS MEANS THAT IF YOU ARE TRAINED IN A SKILL AT THE XMAS EVENT, YOU CANNOT THEN BENEFIT FROM A TRAINER ON THE SAME SKILL IN THE DOWNTIME PERIOD WHICH CONTAINS THE XMAS EVENT, THIS IS BECAUSE YOU CANNOT GAIN A BENEFIT FROM A TRAINER IN THE SAME SKILL TWICE IN THE SAME DOWNTIME PERIOD.

IF YOU ATTEND A TRAINING SESSION IN A CARD SKILL WHICH YOU ALREADY HAVE, YOU WILL GAIN +1 CARD (UP TO A MAXIMUM OF 9) AS IF YOU HAD USED AN "IMPROVE" ACTION IN YOUR DOWNTIME - WHICH MEAN YOU CANNOT IMPROVE IT AGAIN IN THE DOWNTIME PERIOD, BUT YOU OF COURSE CAN PERFORM A DIFFERENT ACTION OR IMPROVE A DIFFERENT SKILL AS YOU WISH.

BONUS FEATS CAN BE GRANTED FOR EXCEPTIONAL WORK DURING A TRAINING COURSE (WITH PERMISSION OF PLOT CO-ORDINATOR AND SYSTEM REFEREES)

OOC INFORMATION

CREDITS

ORIGINAL GAME CONCEPT: SYSTEM DESIGN AND RULES: 2005, 2006

RULES – SAMANTHA GRIFFIN, TONY BOYD, MATT CHALLENGER, JOHN DAVID, MEL DUFFY, TONY KEHOE

DESIGN – JOHN DAVID

CURRENT RULES: 2017

RULES – CURRENT SYSTEM REFEREES

DESIGN – RYAN JONES, JEZ POPPENBECK, RUSS KIDDLE

ACKNOWLEDGEMENT

STARGATE SG-1 AND ITS CHARACTERS ARE THE PROPERTY OF STARGATE PRODUCTIONS, SCI FI CHANNEL, SHOWTIME/Viacom, MGM/UA, DOUBLE SECRET PRODUCTIONS, AND GECKO PRODUCTIONS.

SAFETY

SAFETY IS OF THE UTMOST IMPORTANCE. IT IS IMPORTANT THAT REFEREES AND PLAYERS CHECK THAT MELEE WEAPONS ARE IN A GOOD STATE OF REPAIR AND NOT UNSAFE. SINCE EVEN A SAFE WEAPON MAY BE USED DANGEROUSLY IT IS IMPORTANT THAT ALL BLOWS SHOULD BE PULLED (I.E. THE FULL STRENGTH OF THE BLOW SHOULD NOT BE DELIVERED) IF A REFEREE THINKS A WEAPON IS BEING USED IN A DANGEROUS FASHION. THE REFEREES HAVE THE POWER TO BAN A WEAPON OR TO STOP COMBAT TO REMOVE SOMEONE FROM PLAY.

EVERYONE TAKING PART IS RESPONSIBLE FOR THEIR OWN SAFETY AND FOR ENSURING THAT THEY ACT IN A MANNER THAT DOES NOT ENDANGER THE SAFETY OF OTHERS.

THIS IS A LIVE ACTION ROLE-PLAYING GAME, AND MELEE AND UNARMED COMBAT CAN AND WILL TAKE PLACE. IF YOU ARE UNSURE OF HOW LARP COMBAT WORKS SPEAK TO A REFEREE.

AT NO TIME MUST A PLAYER STRIKE, KICK, TRIP, CHOKE, FORCIBLY RESTRAIN, THROW OR USE ANY MARTIAL ART ON ANY OTHER PLAYER

ANYONE WHO BREAKS THIS RULE WILL BE ASKED TO LEAVE THE EVENT.

THE MAIN WEAPON PHYS REP FOR THE GAME IS THE BB GUN, OR OTHER NON-LARPSAFE OBJECT. THESE COME IN MANY SHAPES, SIZES AND ARE MADE FROM DIFFERENT MATERIALS (PLASTIC OR METAL). IT IS IMPORTANT TO UNDERSTAND THAT AT NO TIME SHOULD BB'S BE BROUGHT ONTO SITE. IT IS ALSO IMPORTANT THAT NO NON LARP SAFE WEAPON IS USED IN MELEE COMBAT. BEFORE THE GAME STARTS, ALL WEAPONS MUST BE INSPECTED BY A REFEREE.

MISSILE WEAPONS ARE PARTICULARLY DANGEROUS IF UNSAFE; THEREFORE IT IS RECOMMENDED THAT YOU DO NOT USE ARROWS AND BOLTS UNLESS YOU ARE SURE THAT THEY WERE MADE SAFELY. ARROWS SHOULD BE CONSTRUCTED FROM BLUNTS IN SUCH A WAY THAT THE TIP WILL NOT COME THROUGH THE FOAM HEAD DURING USE. THE ARROW HEAD SHOULD BE LARGER THAN AN EYE SOCKET.

IF A PLAYER SUSTAINS A REAL INJURY, PLAY SHOULD CEASE IMMEDIATELY SO THAT APPROPRIATE MEASURES MAY BE TAKEN – USE A CALL OF "MAN DOWN"

HEAD HITS

FOR SAFETY REASONS, NO ONE SHOULD EVER AIM TO HIT SOMEONE ELSE ON THE HEAD. IF THROUGH ILL FORTUNE SOMEONE RECEIVES AN IN-CHARACTER HEAD HIT THEY SHOULD ROLE-PLAY IT, AFTER IT HAS BEEN CONFIRMED THAT THE PLAYER IS UNINJURED.

GAME CALLS

TIME FREEZE

STOP WHERE YOU ARE, CLOSE YOUR EYES AND HUM QUIETLY UNTIL "TIME IN" IS CALLED. DON'T CHAT OUT-OF-CHARACTER AND PAY NO ATTENTION TO ANYTHING YOU HEAR DURING THIS TIME. THIS CALL IS USED TO ENABLE REFEREES AND CREW TO SET UP EFFECTS, MOVE OBJECTS

BRIEF INDIVIDUAL'S ETC. AS FAR AS THE CHARACTERS ARE CONCERNED, THERE IS NO GAP IN TIME.

TIME OUT

STOP ANY IN-CHARACTER ACTIONS, BUT REMEMBER WHERE YOU WERE AND WHAT YOU WERE DOING, SO THAT YOU CAN PICK THE ACTION UP AGAIN LATER WHEN "TIME IN" IS CALLED. THIS CALL WILL BE MADE TO STOP PLAY IN THE CASE OF SUSPECTED GENUINE INJURY. BE AWARE THAT IMPORTANT INSTRUCTIONS MAY BE ISSUED TO PLAYERS IN THIS TIME.

TIME IN

PICK UP THE ACTION FROM WHERE YOU STOPPED WHEN "TIME OUT" OR "TIME FREEZE" WAS CALLED.

MAN DOWN

SOMEONE IS SERIOUSLY INJURED. **THIS MUST NOT BE USED IN CHARACTER**

IC / OOC

WOUNDS RECEIVED IN-CHARACTER SHOULD BE ACKNOWLEDGED AND REACTED TO: E.G. WRITHING IN AGONY AND/OR CRYING OUT IN PAIN.

IF A SITUATION HAS DEVELOPED WHICH HAS A STRONG ATMOSPHERE (E.G. FEAR OF A MONSTER, TENSE ANTICIPATION OR OTHER FOCUSED ROLE-PLAYING) DO NOT DELIBERATELY ATTEMPT TO BREAK THE MOOD.

STAY IN-CHARACTER BETWEEN ADVENTURE ENCOUNTERS UNLESS A "TIME-OUT" HAS BEEN CALLED. THESE PERIODS OF TIME ARE EXCELLENT FOR DEVELOPING IN-CHARACTER RELATIONSHIPS AND FINDING OUT MORE ABOUT YOUR ENVIRONMENT AND COMPANIONS.

REMEMBER THAT SOME WOODLAND USED FOR ADVENTURING MAY HAVE RULES REGARDING SMOKING. PLEASE BE DILIGENT AND ENSURE ANY CIGARETTES ARE OUT TO AVOID FIRES.

PLEASE REMEMBER THAT THE PROPS USED DURING AN ADVENTURE ARE SOMEBODY'S PROPERTY. WHILE SOME PROPS MAY BE MADE TO BE DESTRUCTIBLE, ALWAYS CHECK WITH A SYSTEM REFEREE BEFORE TAKING ANY ACTION THAT MAY CAUSE DAMAGE TO A PROP.

NEVER DROP LITTER DURING AN ADVENTURE, THIS INCLUDES BIODEGRADABLE ITEMS SUCH AS FOOD.

AFTER AN EVENT, MAKE SURE YOU LEAVE THE LOCATION IN THE SAME, OR BETTER, CONDITION THAN YOU FOUND IT. DO NOT LEAVE CRAP AROUND. IT IS NOT THE JOB OF THE CREW TO CLEAN UP AFTER YOU.

IN CHARACTER (IC) DEFINITION

WHEN YOU ARE ROLEPLAYING A CHARACTER AND ACTIVELY PARTICIPATING AS A PLAYER CHARACTER OR NON-PLAYER CHARACTER IN AN IN CHARACTER AREA.

OUT OF CHARACTER (OOC) DEFINITION

WHEN YOU ARE NOT ACTIVELY PARTICIPATING IN THE GAME AS A PLAYER CHARACTER OR NON-PLAYER CHARACTER IN AN AREA OF THE GAME THAT HAS BEEN DESIGNATED FOR IC ACTIVITIES.

ALL PLAYERS ARE ASSUMED TO BE IC AT ALL TIMES IN AN IC CHARACTER AREA.

GOING OUT OF OOC

IF AS A PLAYER YOU NEED TO GO OUT OOC FOR A MEDICAL REASON THEN YOU NEED TO INFORM AN EVENT ORGANISER, OR MEMBER OF THE COMMITTEE BEFORE YOU DO THIS, OR HAVE SOMEBODY PERFORM THIS FOR YOU. YOU MUST REMOVE YOURSELF TO AN OOC OF AREA AND CANNOT PARTICIPATE IN THE GAME UNTIL YOU ARE BOTH MEDICALLY ABLE AND HAVE INFORMED A REFEREE THAT YOU WISH TO RE-JOIN THE GAME. YOU WILL THEN BE ALLOWED TO RE-JOIN THE GAME BY EVENT ORGANISERS AT AN APPROPRIATE POINT.

IF YOU NEED ASSISTANCE FROM ANOTHER PLAYER FOR MEDICAL REASONS THAT PLAYER ALSO NEEDS TO INFORM AN EVENT ORGANISER OR MEMBER OF THE COMMITTEE. WHEN YOU WISH TO RE-JOIN TO THE GAME YOU MUST INFORM A REFEREE THAT YOU WISH TO RE-JOIN THE GAME. YOU WILL THEN BE ALLOWED TO RE-JOIN THE GAME BY EVENT ORGANISERS AT AN APPROPRIATE POINT.

IF AS A PLAYER YOU NEED TO GO OOC FOR A NON-MEDICAL REASON THEN YOU NEED TO INFORM AN EVENT REFEREE, WHO WILL ALLOW YOU TO GO OOC AT AN APPROPRIATE POINT. FROM THIS POINT YOU ARE UNABLE TO PARTICIPATE IN THE GAME AND SHOULD REMOVE YOURSELF FROM IN GAME AREAS. YOU MAY RE-JOIN THE GAME AFTER YOU HAVE INFORMED AN EVENT ORGANISER THAT YOU WISH TO RE-JOIN THE GAME. YOU WILL BE THEN ALLOWED TO JOIN THE GAME BY EVENT ORGANISERS AT AN APPROPRIATE POINT.

IF YOU ARE UNABLE TO ROLEPLAY CERTAIN ACTIVITIES BECAUSE OF MEDICAL ISSUES YOU SHOULD INFORM THE EVENT ORGANISERS AT THE START OF THE EVENT. FAILURE TO DO SO, MAY CAUSE YOU TO BE REMOVED FROM THE GAME.

IF YOU DEVELOP OOC MEDICAL ISSUES DURING AN IC ACTION, YOU SHOULD BE AWARE THAT YOUR CHARACTER MAY STILL SUFFER THE CONSEQUENCES OF THIS ACTION, EVEN IF YOU ARE OOC, AND NOT PHYSICALLY PRESENT. IT IS PREFERABLE THAT YOU REQUEST TO GO OOC *BEFORE* YOU ATTEMPT A POTENTIALLY DANGEROUS IC ACTION IF YOU FEEL THERE IS A CHANCE YOU MAY HAVE ISSUES BEFORE COMPLETING THE ACTION

PUBLIC LOCATIONS

ALTHOUGH MANY OF THE SITES WE USE ARE CLOSED (I.E. NOT USUALLY OPEN TO THE PUBLIC) IF A MEMBER OF THE PUBLIC IS ENCOUNTERED DURING A MISSION, TREAT THEM WITH COURTESY. IF THEIR PATH TAKES THEM THROUGH AN ENCOUNTER, STOP THE ACTION WITH A "TIME OUT TO ALLOW THEM TO PASS. YOU WILL NOT BE PENALISED FOR DROPPING OUT OF CHARACTER TO TALK WITH THE PUBLIC.

BE AWARE THAT THE WEAPONRY CARRIED MAY CAUSE ALARM TO THE PUBLIC, ESPECIALLY WITH THE CURRENT TERROR ALERT. THE LOCAL POLICE WILL HAVE BEEN INFORMED OF THE TYPE OF GAME THAT IS BEING RUN AND MAY DROP IN. A 'TIME OUT' WILL BE CALLED UNTIL THEY LEAVE.

RESPECT PRIVATE BOUNDARIES. NEVER STRAY INTO AN AREA WHERE YOU ARE NOT PERMITTED TO GO AND NEVER ENGAGE IN ANY ACTIVITY THAT IS LIKELY TO DAMAGE THE ADVENTURE SITE (E.G. CLIMBING OVER STONE WALLS OR DAMAGING TREES).

CONSISTENCY

PLAYERS MUST OBEY ALL RULES OF THE GAME AND ALSO RESPECT THE AUTHORITY OF THE REFEREES, OBEYING THEIR INSTRUCTIONS PROMPTLY AND WITHOUT ARGUMENT. THERE MAY BE MORE TO THE SITUATION THAN YOU ARE AWARE OF.

NEVER ARGUE WITH A REFEREE OR CREW MEMBER ABOUT AN ASPECT OF THE RULES DURING THE GAME, SAVE ANY GRIEVANCE UNTIL AFTER THE MISSION OR TAKE IT UP WITH THE ORGANISER AWAY FROM THE ACTION.

UNSAFE PLAY FOR CREW OR PLAYERS

PLAY THAT:

- COULD ACTUALLY CAUSE PHYSICAL HARM TO A PLAYER. PULLING OUT YOUR MARTIAL ARTS MOVES ON THE CREW FOR INSTANCE...
- CONTAINS OOC REMARKS THAT ARE EITHER INSULTING OR UPSETTING TO EITHER PLAYERS OR CREW.
- CONTAINS IC REMARKS THAT ARE DELIBERATELY INTENDED TO CAUSE OOC UPSET.

WILL GO THROUGH THE INFORMAL, FORMAL THEN EXCLUSION STAGES ABOVE.

THERE IS NO SET PROCEDURE HERE, MOST SHOULD BE COVERED BY AN INFORMAL WARNING. ANY FORMAL WARNING IS BEING DRAGGED STRAIGHT TO THE COMMITTEE.

SYSTEM REFEREES

SYSTEM REFEREES ARE STILL ABLE TO MONITOR CHEATING, RULES ABUSES, CALL WEAPON BREAKS ETC. WHILE PLAYING THEIR CHARACTERS, AND WILL STEP IN WHERE NECESSARY.

BESTIARY

THERE IS A 'BESTIARY' DOCUMENT AVAILABLE IN THE DOWNLOAD SECTION OF THE WEBSITE WHERE THIS RULEBOOK IS HELD. THIS DOCUMENT IS UPDATED AND MAINTAINED BY THE SYSTEM REFEREES AS AN APPENDIX OF THIS RULE BOOK.

THE 'BESTIARY' DOCUMENT IS A TOOL WITH TWO MAIN PURPOSES:

1) FOR THOSE MEMBERS OF THE SOCIETY WHO ARE RUNNING EVENTS THIS DOCUMENT OUTLINES THE STATISTICS, ECOLOGY AND DETAILS FOR ALL CURRENTLY AVAILABLE RACES AND/OR CREATURES.

EVENT RUNNERS CAN USE THE STATISTIC LINES FROM THE 'BESTIARY' AS WRITTEN WITHOUT A REQUIREMENT FOR FURTHER APPROVAL FROM THE SYSTEM REFEREES.

(THE PLOT-COORDINATOR MUST ALWAYS BE APPROACHED TO APPROVE THE PLOT OF AN EVENT.

THIS ALLOWS THEM TO HAVE THE FINAL SAY ON IF A RACE/CREATURE/PERSON FROM THE BESTIARY CAN BE PORTRAYED AT AN EVENT FROM A POSITION OF THEME AND TONE OF STORY.)

IF EVENT RUNNERS WISH TO USE A RACE/CREATURE/PERSON OUTSIDE THE STAT LINES FROM THE 'BESTIARY' THEY MUST SUBMIT THIS REQUEST TO THE SYSTEM REFEREES AND RECEIVE APPROVAL IN THE NORMAL WAY.

2) MEMBERS OF THE SOCIETY WHO HAVE CREATED OR ARE OTHERWISE CONTRIBUTING TO, A RACE/CREATURE IN THE STARGATE LRP WORLD ARE ENCOURAGED TO USE THE BLANK PAGE WITHIN THE 'BESTIARY' TO SUBMIT THEIR WORK FOR THE SYSTEM REFEREES TO APPROVE AND ADD TO THE DOCUMENT.

IF A MONSTER IS PORTRAYED OUTSIDE OF THE LINES OF THE 'BESTIARY' WITHOUT HAVING BEEN APPROVED BEFORE THE EVENT, THE RULES AS LISTED ABOVE HAVE BEEN BROKEN AND THE SYSTEM REFEREES WILL NEED TO BE INFORMED.

MONSTER ETIQUETTE

IT IS CONSIDERED POOR ETIQUETTE FOR A MONSTER TO ATTACK A PLAYER THAT IS PRONE ON THE GROUND AND OPENING OR READING A WOUND CARD. IF A PLAYER BELIEVES THEY HAVE TAKEN EXCESS DAMAGE DUE TO THE ABOVE. THEY MUST WAIT UNTIL AFTER THE CURRENT COMBAT AND EXPLAIN THE SITUATION TO A SYSTEM REFEREE WITH AN EVENT REFEREE PRESENT. THE SYSTEM REFEREE WILL MAKE THE FINAL CALL IN THIS SITUATION.

CHEATING

STEP 1 - INFORMAL WARNING

THE PLAYER(S) ARE INFORMED THAT THEY ARE INFRACTING THE RULES, AND ARE GIVEN THE OPPORTUNITY TO GIVE ANY REASONABLE REASONS FOR THEIR ACTIONS. IF THE REF DOES NOT BELIEVE THE EXCUSE IS REASONABLE OR THEY ARE RECEIVING PORKY PIES FROM THE PLAYERS(S), THE REFEREE WILL DO THE FOLLOWING.

GIVE AN INFORMAL WARNING, AND LEAVE THE MATTER THERE.

GO STRAIGHT TO STEP 2, 3 OR 4. IF THE OFFENCE WARRANTS IT.

APPLY ANY NECESSARY ADJUSTMENTS TO THE CHARACTER TO UNDO THE CHEATING THAT HAS TAKEN PLAY.

APPLY AN IC PENALTY, DEDUCTION OF TEMPORARY FEATS, VITALITY ETC.

THE REF SHOULD THEN INFORM THE OTHER REFS AND EVENT ORGANIZERS AT THE FIRST OPPORTUNITY.

STEP 2 - FORMAL WARNING

THIS TAKES PLACE EITHER DUE TO GROSS CHEATING OR AFTER AN INFORMAL WARNING HAS BEEN GIVEN. ONCE AGAIN THE REF INFORMS THE PLAYER THAT AN INFRACTION IN PLAY HAS TAKEN PLACE, THE PLAYER THEN GETS THEIR OPPORTUNITY TO GIVE ANY REASONS FOR THEIR ACTIONS. IF THE REF DOES NOT BELIEVE THE EXCUSE IS REASONABLE OR THEY ARE RECEIVING PORKY PIES FROM THE PLAYERS(S) THE REF WILL DO THE FOLLOWING:

GIVE THE PLAYER A FORMAL WARNING.

GO STRAIGHT TO STEP 3 OR 4, IF THE OFFENCE WARRANTS IT.

APPLY ANY NECESSARY ADJUSTMENTS TO THE CHARACTER TO UNDO THE CHEATING THAT HAS TAKEN PLAY.

APPLY AN IC PENALTY, DEDUCTION OF TEMPORARY FEATS, VITALITY ETC.

THE REF SHOULD THEN INFORM THE OTHER REFS AND EVENT ORGANIZERS AT THE FIRST OPPORTUNITY, IN ADDITION THE COMMITTEE IS NOTIFIED AFTER THE EVENT.

STEP 3 - FINAL WARNING

IF A PLAYER HAS BEEN INVOLVED IN AN ACT OF GROSS CHEATING OR IF THIS IS THE THIRD TIME THEY HAVE BEEN BROUGHT UP ON A RULES INFRACTION DURING THE EVENT. ONCE AGAIN REF HAS A CHAT, IF THE PLAYER'S REASONS FOR THEIR ACTIONS ARE NOT REASONABLE. THE REF WILL DO THE FOLLOWING.

GIVE THE PLAYER A FINAL WARNING AND WARN THEM THAT ANY MORE INCIDENCES WILL RESULT THEM IN HAVING THEIR CHARACTER REMOVED FROM PLAY.

GO STRAIGHT TO STEP 4, IF THE OFFENCE WARRANTS IT.

APPLY ANY NECESSARY ADJUSTMENTS TO THE CHARACTER TO UNDO THE CHEATING THAT HAS TAKEN PLAY.

APPLY AN IC PENALTY, DEDUCTION OF TEMPORARY FEATS, VITALITY ETC.

THE REF SHOULD THEN INFORM THE OTHER REFS AND EVENT ORGANIZERS AT THE FIRST OPPORTUNITY, IN ADDITION THE COMMITTEE IS NOTIFIED IMMEDIATELY.

STEP 4 - EXCLUSION FROM PLAYING

THE PLAYER'S CHARACTER IS REMOVED QUICKLY AND QUIETLY FROM PLAY, THE PLAYER'S FATE IS HANDED OVER TO THE COMMITTEE. THEY DON'T GET TO PLAY AGAIN DURING THE EVENT, BUT CAN HELP CREW IF ALLOWED.

GUIDE TO CARD BASED SKILLS

WHY HAVE CARD PROBLEMS?

THEY ARE DESIGNED TO HELP PLAYERS WHO ARE NOT OOC AS KNOWLEDGEABLE IN THEIR AREA AS THEIR CHARACTERS.

HOW MANY CARDS ARE APPROPRIATE?

A SIMPLE GUIDE IS SHOWN BELOW. HUMAN BASED IS STANDARD MODERN DAY TECHNOLOGY AVAILABLE TO MOST COMPANIES OR GOVERNMENT DEPARTMENTS. JUST BEYOND HUMAN IS BOTH ALIEN TECHNOLOGY SUCH AS GOA'ULD OR OTHER ALIEN CULTURES AND ALSO HUMAN TECHNOLOGY THAT IS CUTTING EDGE SUCH AS WHAT IS AVAILABLE TO THE SEF. FAR BEYOND HUMAN IS ANALOGOUS TO ANCIENT OR KEB BASED TECHNOLOGY OR THAT IS SO FOREIGN TO EARTH THINKING THAT IT'S HARD TO COMPREHEND.

NO OF CARDS	HUMAN BASED	JUST BEYOND HUMAN	FAR BEYOND HUMAN
1	SIMPLISTIC		
2	AVERAGE	SIMPLISTIC	
3	HARD	AVERAGE	SIMPLISTIC
4	EXTREME	HARD	AVERAGE
5		EXTREME	HARD
6			EXTREME

REMEMBER AS WELL THAT YOU CAN COMBINE PROBLEM CARDS TYPES. SO SOMETHING COULD HAVE 4 COMPUTING CARDS WITH 3 ELECTRICAL ENGINEERING AND 2 COMMUNICATIONS CARDS TO GET TO A SINGLE END POINT.

THIS SHOULD LEAD TO TWO STARTING CHARACTERS WORKING TOGETHER BEING ABLE TO SOLVE MOST HUMAN AND JUST BEYOND HUMAN PROBLEMS. WHICH GIVEN THE PCs ARE MEANT TO BE SOME OF THE BEST IN THEIR FIELDS IS INTENTIONAL.

WHICH CARDS SHOULD BE USED?

THE EASY ANSWER IS WHICHEVER ONES MAKE SENSE AS PART OF THE STORY. WORK OUT AHEAD OF TIME WHAT IS IT THE PLAYERS ARE TRYING TO ACHIEVE AND WHICH PROBLEM CARDS WORK TOGETHER GIVEN THE SITUATION. THE MOST IMPORTANT POINT IS THAT THIS WHOLE SYSTEM IS DESIGNED AROUND YOU KNOWING AHEAD OF TIME WHAT CARDS YOU ARE GOING TO USE. NOT MAKING IT UP ON THE SPOT WHEN THE PLAYERS ASK.

FOR EXAMPLE IF THE PLAYER IS TRYING TO OPEN A HIGH SECURITY VAULT THE FOLLOWING CARDS WOULD HELP TELL THE STORY OF WHAT IS NEEDED TO DO SO.

- **NUMERIC KEYPAD (ONCE SOLVED THIS POWERS UP THE RETINAL SCANNER)**
- **RETINAL SCAN NEEDED (THEREBY REVEALING THE LOCK)**
- **COMPLICATED LOCK**
- **ONE TUMBLER TOO MANY (THE LOCK WAS MORE COMPLICATED THAN EXPECTED)**

THE NUMBER OF PROBLEM CARDS SETS THE DIFFICULTY AND THE SOLUTION CARDS ARE DESIGNED WITH PROBABILITIES OF SUCCESS IN MIND. REUSING OF PROBLEM CARDS MAY MAKE A PROBLEM IMPOSSIBLE TO SOLVE E.G. THERE ARE ONLY TWO CARDS CAPABLE OF DEFEATING 7 SECONDS LEFT ON AN EXPLOSIVES PROBLEM. PUTTING IT IN TWICE WILL PROBABLY LEAD TO A FAILURE THREE IS ALMOST CERTAIN FAILURE AS THE CARDS HAVE OTHER USES TOO.

WHEN SHOULD THE CARDS BE LAID OUT?

BEFORE THE PROBLEM IS STARTED. THIS IS BECAUSE SOME FEATS REQUIRE A PLAYER TO USE THE FEAT BEFORE STARTING THE PROBLEM. AS SUCH PLAYERS NEED TO KNOW THE DIFFICULTY OF THE PROBLEM TO MAKE AN INFORMED DECISION. ADDITIONALLY IF THE PROBLEM IS MADE UP OF MULTIPLE SKILLS THEY SHOULD BE INFORMED OF THIS TOO.

HOW MANY CAN WORK ON A PROBLEM?

EACH SKILL WITHIN A PROBLEM CAN HAVE UP TO TWO PEOPLE WORKING ON THAT DISCIPLINE. IF A PROBLEM INVOLVES MULTIPLE DISCIPLINES THEN EACH DISCIPLINE CAN HAVE UP TO TWO PEOPLE. SO A 3 COMMUNICATIONS 2 COMPUTING PROBLEM COULD HAVE UP TO 4 PEOPLE. IF GIVEN THE NATURE OF THE PROBLEM THERE IS INSUFFICIENT SPACE FOR PEOPLE TO PHYSICALLY GET TO THE PROBLEM THEN THIS NUMBER MAY BE REDUCED.

WHO COUNTS AS WORKING ON A PROBLEM?

ANYONE WHO HAS PLAYED A SOLUTION CARD OR HAS USED A PRACTICED... FEAT COUNTS AS WORKING ON THE PROBLEM. THE ONE EXCEPTION TO THIS IS A PERSON USING THE TECHNICAL MENTOR PERK. THIS PERSON IS ABLE TO SOLVE A SINGLE PROBLEM WITHOUT COUNTING AS ONE OF THE TWO PEOPLE WORKING ON IT. THIS ONLY WORKS IF THERE ARE ALREADY TWO PEOPLE WORKING ON A PROBLEM, IF THERE IS ONLY ONE PERSON CURRENTLY THEN THE MENTOR BECOMES A FULL PARTICIPANT.

HOW MANY PROBLEMS CAN ONE PERSON WORK ON?

PROVIDED THEY ARE WORKING IN SERIES A PERSON CAN WORK ON MORE THAN ONE PROBLEM HOWEVER THEY WOULD HAVE TO SWITCH AND CHANGE BETWEEN PROBLEMS. THE USE OF ANY OF THE ...AMBIDEXTERITY FEATS ALLOWS THEM TO WORK ON TWO PROBLEMS IN PARALLEL ONE WITH EACH HAND.

WHAT IF THEY PLAY MULTIPLE CARDS?

EACH SOLUTION CARD HAS A TIME ON IT. IF THE PLAYER WISHES TO SOLVE IT QUICKER THEN THEY MAY USE ADDITIONAL CARDS. IF THE CARDS PLAYED HAVE THE SAME AMOUNT OF TIME THE TIME REQUIRED IS REDUCED BY 50%.

IF THE TIME ON THE ADDITIONAL CARD IS LONGER THEN IT REDUCES THE TIME FOR THE FIRST CARD BY 25%. IF THE ADDITIONAL CARD PLAYED HAS A SHORTER TIME THEN THIS BECOMES THE PRIMARY CARD AND IS REDUCED BY 25% AS THE FIRST CARD IS SLOWER. ANY FURTHER CARDS HAVE SIMILAR EFFECTS BUT WORK ON THE NEW TIME AS A BASIS SUCH THAT YOU CAN NEVER REDUCE THE TIME TO ZERO. TIME IS COUNTED FROM WHEN THE CARD IS PLAYED. THE ONUS IN THIS SITUATION IS FOR THE PLAYERS TO DO THE MATHEMATICS THE REF HAS ENOUGH TO DO.

E.G. A MECHANICAL ENGINEERING CARD OF "FUBAR" NEEDS TO BE SOLVED. THE INITIAL CARD PLAYED IS "JACK OF ALL TRADES" WITH A SOLUTION TIME OF 600 SECONDS. THE SECOND PERSON ON THE PROBLEM PLAYS "PORTABLE GENERATOR" WITH A SOLUTION TIME OF 120 SECONDS, SO NOW THE TIME TO SOLVE THIS HAS REDUCED FROM 600 SECONDS TO 90 SECONDS (25% OF 120 IS 30). NOW IF A TECHNICAL MENTOR THEN CAME ALONG AND ALSO PLAYED A "GOOD LUCK" CARD WITH A SOLUTION TIME OF 30 SECONDS THE TIME WOULD REDUCE TO 17 SECONDS (25% OF 30 IS 7 FOR 23 SECONDS. 25% OF 23 IS 6 FOR 17 SECONDS TOTAL). OF COURSE IF THE TEAM WERE LESS THAN 20 SECONDS TO COMPLETION THERE WOULD BE LITTLE POINT THE MENTOR HELPING

CRYSTAL PDA RULES

STANDARD (Non SEF) CRYSTAL DEVICES

A STANDARD CRYSTAL PDA USING TECHNOLOGY THAT IS SLOWLY BEING PUT OUT INTO THE NON-MILITARY WORLD, HAS THE FOLLOWING FUNCTIONS:

- PROCESSING SPEED (0)
- DATA STORAGE (0)
- EMP HARDENING (0)
- VERSATILITY (0)
- SECURITY (0)
- NANO SECURITY (0)

SEF DEVICES

SEF CRYSTAL PDA'S ARE OF A HIGHER QUALITY AND TECHNICAL LEVEL THAN THE WORK OF LEGION. IT TAKES 3 MAN MONTHS OF RESEARCH TO BUILD A CRYSTAL PDA, AND REQUIRES CRYSTALS (ALIEN OR EARTH) SKILL TO BUILD AND USE

THEY HAVE THE FOLLOWING STANDARD FUNCTIONS.

- PROCESSING SPEED (0)
- DATA STORAGE (1)
- EMP HARDENING (0)
- VERSATILITY (0)
- SECURITY (1)
- NANO SECURITY (0)

EACH SEF CRYSTAL PDA HAS 4 POINTS WORTH OF UPGRADES IN ADDITION WHAT IS LISTED ABOVE AS STANDARD. EVERY EXTRA LEVEL COSTS 1 SLOT, UNLESS LISTED BELOW, AND IF YOU WISH THE HIGHER LEVELS OF EACH ABILITY YOU MUST TAKE ALL THE LEVELS BEFORE IT.

CRYSTAL PDA SLOT ABILITIES

DATA STORAGE

- | | |
|-----|--------------------------------------|
| (0) | 1 Tb DATA STORAGE |
| (1) | +3 Tb DATA STORAGE (TOTAL OF 4 Tb) |
| (2) | +6 Tb DATA STORAGE (TOTAL OF 10 Tb) |
| (3) | +12 Tb DATA STORAGE (TOTAL OF 22 Tb) |
| (4) | +24 Tb DATA STORAGE (TOTAL OF 46 Tb) |

PROCESSING SPEED

- | | |
|-----|---|
| (0) | STANDARD PROCESSING SPEED (AS OF TOP OF THE LINE STANDARD COMPUTERS BUT IN A HAND HELD DEVICE) |
| (1) | [COSTS 2 SLOTS] THE PDA HAS A CUTTING EDGE PROCESSOR BUILT INTO IT, THIS UPGRADE ALLOWS YOU TO REDUCE THE TIME FOR ONE SUITABLE COMPUTING AND COMMS CARDS BY 10% TO A MINIMUM OF 15 SECONDS (ONCE PER CARD GAME ONLY). THIS UPGRADE DOES NOT STACK WITH THE BENEFITS PROVIDED BY NANOTECHNOLOGY OR OTHER TIME REDUCTION ABILITIES, EFFECTS, SKILLS, OR AP'S. YOU MUST USE THE PDA IN CONJUNCTION WITH THE PHYSREP FOR THE CARD YOU ARE PLAYING, UNLESS YOU HAVE THE VERSATILITY (1) UPGRADE AS WELL YOU MAY NOT USE THE PDA AS THE PHYSREP EXCEPT FOR IN THE CIRCUMSTANCE LISTED ABOVE. THE DEFINITION OF "SUITABLE" IS WHERE THERE IS A LOGICAL REASON THAT A CRYSTAL PDA CAN REDUCE THE TIME – COMMS CORD FOR EXAMPLE WOULD NOT BE MADE QUICKER BY HAVING A FAST PDA. |
| (2) | [COSTS 2 SLOTS] THE PROCESSOR HAS BEEN UPGRADED TO THE FASTEST THAT THE EARTH CAN SUPPLY, AND AS SUCH THE REDUCTION ON CARD TIME IS NOW 20% |

EMP HARDENING

- | | |
|-----|---|
| (0) | PDA WILL REBOOT 30 SECONDS AFTER A NORMAL EARTH TECH LEVEL EMP ATTACK. NOTE THAT THE EMP FROM A NUCLEAR DETONATION IS NOT PROTECTED AGAINST AT THIS LEVEL. BUT YOU MAY LOSE DATA IN THE MEMORY. |
| (1) | THE PDA IS HARDENED AGAINST MOST FORMS OF EMP ATTACK INCLUDING NUCLEAR DETONATION, IF THE DEVICE SUFFERS FROM AN EMP ATTACK IT WILL REBOOT AFTER 30 SECONDS WITHOUT HAVING LOST ANY DATA (IF BEING USED TO PLAY A SKILL CARD YOU MAY HAVE TO RESTART THE CARD AT REF DISCRETION). THIS LEVEL OF HARDENING DOES NOT WORK ON NAQUADAH ENHANCED EMP OR BETTER. |
| (2) | THE PDA HAS CUTTING EDGE EMP HARDENING, THE PDA WILL REBOOT AFTER 10 SECONDS AGAINST NORMAL EMP, IT WILL PROVIDE A MEASURE OF PROTECTION AGAINST NAQUADAH ENHANCED EMP, ALLOWING THE DEVICE TO REBOOT AFTER 30 SECONDS, MORE POWERFUL EMP ATTACKS WILL TAKE SUITABLY LONGER FOR THE PDA TO REBOOT (PLEASE CONSULT WITH THE REF AT THE TIME). IF BEING USED TO PLAY A SKILL CARD YOU MAY HAVE TO RESTART THE CARD AT REF DISCRETION. |

SECURITY

- (0) A 3 CARD PROBLEM TO HACK INTO [STANDARD ENCRYPTION, CUTTING EDGE, ANTIVIRUS]
- (1) A 4 CARD PROBLEM TO HACK INTO [HIGH SECURITY, STANDARD ENCRYPTION, CUTTING EDGE, ANTIVIRUS]
- (2) A 5 CARD PROBLEM TO HACK INTO [BLACK ICE, HIGH SECURITY, STANDARD ENCRYPTION, CUTTING EDGE, ANTIVIRUS]

NANO SECURITY

- (0) THERE IS NO NANO SECURITY.
- (1) THE CRYSTAL PDA HAS BEEN PROTECTED AGAINST HOSTILE NANITE ATTACKS THROUGH A COMBINATION OF ANTI NANITE HARDWARE AND NANITE SECURITY SYSTEMS. THE PDA GAINS THE FOLLOWING EFFECTS. ANY ATTEMPT TO USE NANOTECHNOLOGY TO HACK INTO THE PDA SUFFERS THE FOLLOWING CHANGES, BASIC NANO TECHNOLOGY ONLY PROVIDES A 20% REDUCTION IN TIME TO PLAY A CARD, ADVANCED NANOTECHNOLOGY ONLY PROVIDES A 1 / 3 REDUCTION TO THE TIME REQUIRED TO PLAY A CARD. ADDITIONALLY YOU MAY EXCHANGE ONE PROBLEM CARD RELATED TO THIS PDA FOR THE NANO SECURITY CARD. ADDITIONAL PROTECTION FROM OTHER FORMS OF NANITE ATTACK WILL BE DETERMINED BY THE REF AT THE TIME.

VERSATILITY

- (0) CAN ONLY ACT AS PHYS REP FOR "PDA DEVICE" AND CANNOT BE USED FOR QUANTUM COMPUTING PHYS REPS
- (1) [COST 2 SLOTS] – THE PDA ACTS AS A MULTITOOL, MAYBE USED AS A PHYSREP FOR ANY SUITABLE COMPUTING OR COMMS SKILL CARD, IT REQUIRES 30 SECONDS OR RECALIBRATING TO CHANGE FROM ONE TOOL TO ANOTHER. THIS UPGRADE ALSO INCLUDES LONGER RANGE WIRELESS INTERFACE CAPABILITY, PLEASE INFORM THE REF THAT YOU HAVE THIS CAPABILITY AND THEY WILL LET YOU KNOW HOW FAR YOUR CONNECTIVITY IS BASED ON THE TECH YOU ARE TRYING TO INTERFACE WITH. THE DEFINITION OF "SUITABLE" IS WHERE THERE IS A LOGICAL REASON THAT A CRYSTAL PDA CAN BE USED – COMMS CORD FOR EXAMPLE COULD NOT BE PHYS REP'D BY A PDA.

CRYSTAL PDA ADVANCED SLOT

WITH 4 MONTH OF ADDITIONAL R&D WORK YOU MAY UPGRADE YOUR CRYSTAL PDA TO HAVE A 5TH (ADVANCED) SLOT, THIS MAYBE PERFORMED AFTER YOU HAVE CREATED YOUR INITIAL PDA OR YOU MAY EXTEND THE INITIAL BUILD BY 4 MONTHS AS YOU DESIRE.

THE 5TH SLOT MAYBE USED IN PART OF FULL FOR ANY OF THE ABOVE UPGRADES OR YOU MAY ADD ONE OF THE FOLLOWING INTO THE 5TH SLOT ONLY (PLEASE NOTE ADDITIONAL UPGRADE OPTIONS MAY BECOME AVAILABLE OVER TIME AS PLAYER LEAD RESEARCH OPENS UP NEW OPTIONS – ALL NEW ADDITIONS REQUIRE SYSTEM REFEREE APPROVAL).

- **DHD INTERFACE** – YOU MAY INSTANTLY RETRIEVE THE LAST GATE ADDRESS DIALLED WITHOUT HAVING TO DIRECTLY INTERFACE WITH THE DHD, ALTHOUGH YOU WILL NEED TO BE IN CLOSE PROXIMITY TO THE DHD UNLESS YOU HAVE THE MULTITOOL UPGRADE.
- **SIGNAL BOOSTER**– THIS UPGRADE ALLOWS YOU TO BOOST THE SIGNAL OF THE PDA OR DEVICE IT IS LINKED TO, THIS MAY BE USED AT REF DISCRETION TO HELP PUSH THROUGH JAMMING EFFECTS OR INTERFERENCE FROM VARIOUS SOURCES, OR EVEN BOOST THE RANGE ON A RADIO SYSTEM.
- **ALIEN TECH** – YOUR PDA HAS BEEN SUITABLY ALTERED TO BE ABLE TO BE THE PHYS REP FOR ONE ALIEN COMMS OR COMPUTING CARD, THE CARD IS CHOSEN AT THE TIME YOU TAKE THIS UPGRADE AND MAY NOT BE CHANGED IN THE FUTURE.
- **SUPER STORAGE** – YOUR PDA HAS +48 Tb ABOVE WHATEVER THE CURRENT STORAGE IS.
- **ARTIFICIAL INTELLIGENCE** (REQUIRES STORAGE (4)) – YOUR PDA CAN NOW HOUSE AN ADVANCED ARTIFICIAL INTELLIGENCE (BEAR IN MIND THAT THE FRIENDLY AI CARD IS MORE OF A SUPER ADVANCED ANTI VIRUS, A TRUE AI REQUIRES SIGNIFICANTLY MORE SPECIALISED ARCHITECTURE) – THE AI REQUIRES SYSTEM REFEREE APPROVAL AND MAY HAVE SPECIFIC RULES FOR WHAT IT CAN AND CAN'T DO.
- **EXPLOSIVES SPECIALISM**- REQUIRES PROCESSING SPEED (1) AND VERSATILITY (1) - YOU HAVE CONVERTED THE PDA TO BE ABLE TO GIVE GUIDANCE ON EXPLOSIVES PROBLEMS RATHER THAN COMMS AND COMPUTING PROBLEMS, SCANNING THE DEVICE YOU ARE DEFUSING AND OFFERING SUGGESTIONS TO A LINKED HUD. YOUR COMMS AND COMPUTING PROBLEMS NOW RESOLVE AT STANDARD RATE - BUT YOU NOW REDUCE THE TIME FOR ANY ONE EXPLOSIVES TRAINING'S CARD PER CARD GAME BY 10% TO A MINIMUM OF 15 SECONDS.